

DRAGON+



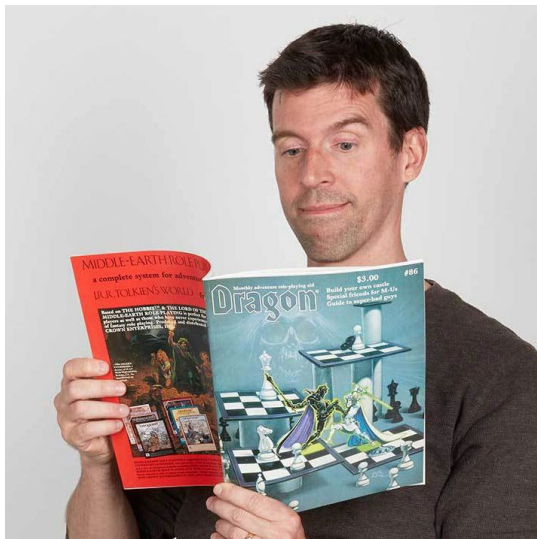
**EBERRON
EXCLUSIVE:**
New details
from the pulp
fantasy setting

DIORAMA DRAMA!
Will The Falling Star
fall during an epic
kraken attack?

DUNGEONS & DRAGONS®

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ISSUE 28



Welcome to Dragon+ Issue 28

It's October, which means it's time to reveal the secret alchemical formulae behind candy and monsters!



Imagining the Ampersand: Dariusz Piotrowski

Artist Dariusz Piotrowski turned a passion for gaming miniatures into a thriving business. He tells Dragon+ how a spot of home renovation helped him craft an amazing seascape.

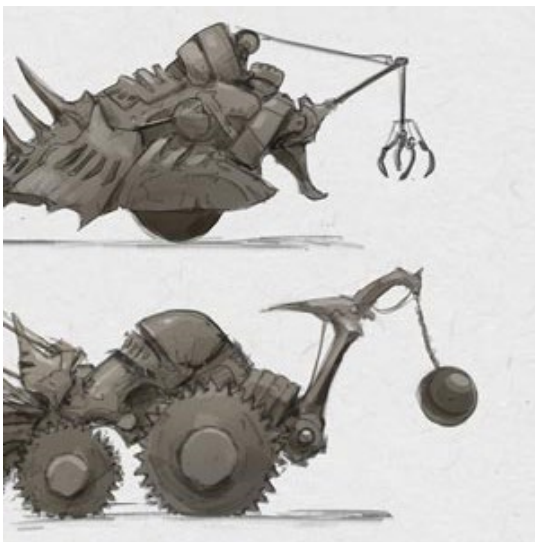


In the Works

Join our tour of the hot new products coming soon to a tabletop near you...

Dungeons & Dragons vs. Rick and Morty vs. Dungeons & Dragons

The Rick and Morty vs. Dungeons & Dragons comic-book was the incredible mashup everyone wanted it to be. Jim Zub and Troy Little lift the lid on Chapter II: Painscape, before Kate Welch introduces the swiftest of D&D box sets.



Plotting the Descent: Infernal War Machines

The D&D design team wipes the engine oil from its collective brow and offers a peek under the bonnet of Avernus' coolest rides.

Fiction: Kallinor's Charge

An artifact is sought, a powerful staff that might help save the city of Elturel... but at what cost?



The Best of the Dungeon Masters Guild

Play games, heal kids! DMs
Guild Adept Shawn Merwin
checks out charitable options.



Creature Feature: Thessalar

In this Extra Life preview, we
present a figure from deep within
the game's lore.



Creature Feature: Neo-otyugh

In this Extra Life preview, we
present an updated version of a
classic creature for your table.



Kayla Cline: Sketches from the Mists

Artist Kayla Cline shares her

design work for popular web streams and showcases the fresh feel she's bringing to classic D&D campaigns.



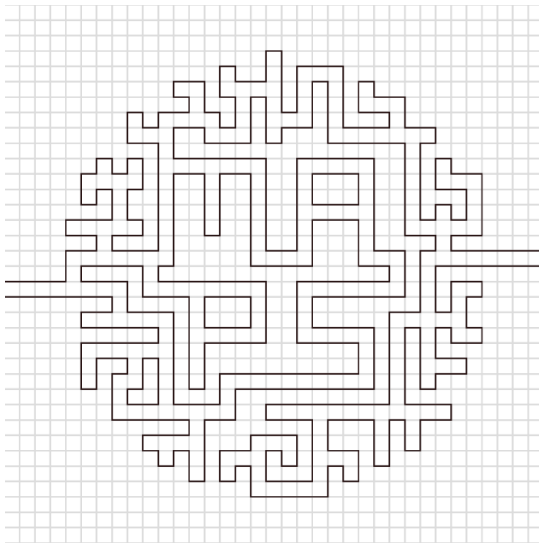
Jason Thompson's Nine Hells

Your indispensable guide to the inhabitants, mines, mints, and torture chambers of the Nine Hells.



D&D Classics: The Alchemist

We're all about the eyes of frog and toes of newt this issue (and may have screwed up that recipe), as we look back at alchemists appearing in Dragon magazine and the Dungeon Master's Guide!



Maps of the Month: Baldur's Gate

Before heading to hellish Avernus, let's tour through the more pleasant (albeit still decidedly dangerous) city of Baldur's Gate, with our latest round of maps to augment your campaign!



Streaming Highlights

Including a look ahead to Extra Life events, the Prince of Dorne's trip to the Nine Hells, and adventurers cleaning up the mess left by more experienced campaigners.



Unearthed Arcana: Bard, Paladin,



Next Issue: Dragon+ 29

Fighter, Ranger, and Rogue

Sharing new playtest possibilities for eloquent bards, heroic paladins, rune-inscribing fighters, swarm-building rangers and resurrected rogues.

Fetch the glue and scissors! Expect crafts and gifts when Dragon+ returns in December.



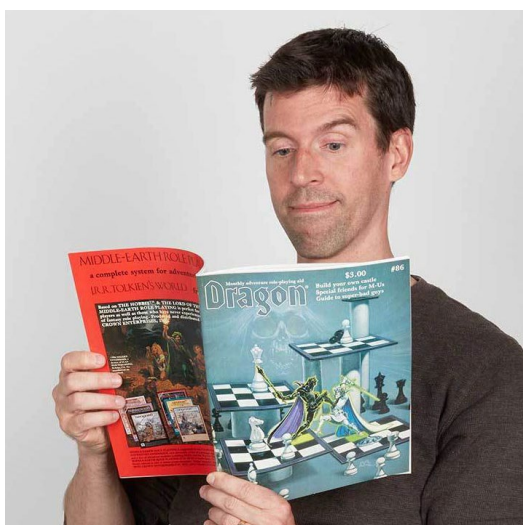
A huge thank you to everyone involved with the creation of this issue and those raising money for Extra Life.

DRAGON+ 28

Welcome to Dragon+ Issue 28

It's October, which means it's time to reveal the secret alchemical formulae behind candy and monsters!

Bart Carroll



Hi folks:

I'm going straight to the point: Starting with our previous issue (#27), *Dragon+* has relaunched onto its new technical backend. We hope you find the magazine a more stable, fluid reading experience, conveying all of the outstanding content you've come to expect. Our archives are currently being rebuilt onto this new backend as well, which will

continue over the next few months.

There! That's how I originally intended to conclude the end of a long, convoluted analogy about alchemy, and candy, and monsters, and costumes....

You see, we've been talking about alchemy for a while with the reintroduction of the artificer class. In this issue's *Dragon Classics* we even look back at one of the artificer's subclasses: the alchemist. It's great to see its return—while the artificer officially releases as part of *Eberron: Rising from the Last War* on November 19th, the alchemist appeared all the way back in *Dragon* magazine #2!

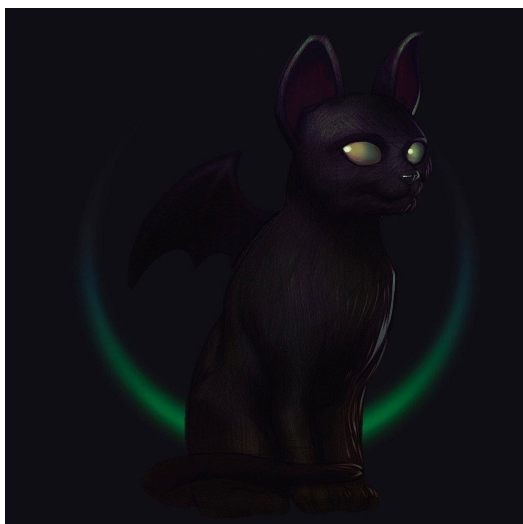
Riffing on the alchemist, I would've made a labored connection to the kind of alchemy practiced this time of year. Not the kind found within the game's mechanics, producing *sovereign glue*, *universal solvent*, or *alchemist's fire*. Nor the kind from its historical antecedents, searching for the philosopher's stone, elixir of life, or the transmutation of metals.



No, I would've referred to the alchemy involved in transforming cacao seeds, cocoa butter, caramel, nougat, wafer, coconut, and sometimes nuts (and sometimes not) into candy.

And I still wouldn't be done...

From candy, I would've tried to extend the analogy to monsters. Since in some ways that's how monsters work as well—by combining or adding otherwise normal features, you can derive some new and unsettling monstrosities. A panther plus a squid becomes a displacer beast. Add a mouth to an otherwise boring chest in the corner and suddenly you have a terrifying mimic. (And feel free to sing to the tune of **PPAP**: *I have an owl. I have a bear. Owlbear!*)



But still not done!

I'd then go from monsters to costumes. It's Halloween and so it's also the season to wear the masks and costumes of monsters, transforming us mere mortals into the ghoulies and ghosties of the night. An alchemy, of sorts; a transmutation (or as *Calvin and Hobbes* would have it, a transmogrification).

And that's, *that's*, when I finally would have arrived at my ultimate message. *Dragon+*, in transitioning to its new platform, has donned its own costume of sorts. Its look and feel has been updated and revised; transformed from one version of itself into a newer, better version. We here on the D&D/*Dragon+* team thoroughly hope you have been enjoying these past few issues on the new system to date. We're still rebuilding the past issue archive onto the updated backend as well, but we're getting there; we started with issue #1 (where the majority of readers diving back into the archives tend to begin), and will work our way back to the present.

You see, how many of you would have stuck with me to the end of this torturous path? Not many, I fear (and sadly understand), and so I would have missed out on fully singing the praises of the new and improved *Dragon+*!

But as a special bonus for those of you who have stuck around until the end, just click on the final period of this sentence for a personal holiday greeting.

Bart Carroll

<p>Here on the D&D team, strongly held and divisive opinions exist on the subject of candy. Myself, I advocate for Chunky (oddly shaped, but a rare candy bar containing raisons), and Mounds (as a fan of that sweet, sweet coconut). I also campaign against candy corn (even with Liars Night celebration underway), and whatever the heck circus peanuts are made from.</p> <p>Others maintain their own preferences. Richard Whitters, hailing from the Great White North, advocates for Coffee Crisp. Shelly Mazzanoble, a relic from the silent film era apparently, champions Oh Henry!, 100 Grand, and the Clarke Bar. While our Editor-in-Chief longs for the days when a finger of Fudge was just enough to give him a treat.</p>

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Imagining the Ampersand: Dariusz Piotrowski

Artist Dariusz Piotrowski turned a passion for gaming miniatures into a thriving business. He tells Dragon+ how a spot of home renovation helped him craft an amazing seascape.

“It all started when I was six years old and I got into playing war games and RPGs,” says Dariusz Piotrowski, founder of Den of Imagination, as he describes a lifelong love of painting miniatures. Despite those early beginnings with a brush in one hand and a mini figure in the other, it took a while for him to turn his passion into a business venture. Before he employed around thirty painters, six people on an assembly line, four staff in 3D graphics design, and others working in the office handling photographic, packing, and customer service duties, he spent four years at cooking school learning to become a chef.

“But I didn’t like the long hours that came with the job or having to work during the holidays so I began to transition into something different. I started a blog about painting and converting miniatures, and started selling them on eBay to make a little bit of extra cash,” he recalls.

“When some of the blog’s viewers started asking if I could do something specific for them, I started charging for that. It grew so fast I needed help with the workload! Nine years on we’ve outgrown my expectations considerably and it’s a big company.”



In the early days Piotrowski’s clientele were all individuals, but Den of Imagination now increasingly handles projects for corporate clients, including the diorama using WizKids’ *The Falling Star* ship and kraken figure which features on this issue’s cover.



“We enjoy working with companies and that has been a really big success for us and has helped to grow and stabilize our business.,” Piotrowski says.

However, the company hasn’t forgotten its roots and still services the needs of gamers as it did back in the early days. “The

biggest chunk of work is still individual clients, hobbyists, and gamers who want to have a beautiful army of models on their tabletop. We do commissions even for single miniatures,” he explains. “A single miniature could cost something like \$20 or \$25 depending on how complicated the color scheme is. A lot of roleplayers these days want their figures to be specially painted or even sculpted from the ground up to represent a character they’ve developed during a campaign.”



What did you discuss with WizKids before starting work on the diorama?

WizKids trusted us from the beginning and we only had a short talk with them before getting the green light. After that, we took some time to plan. In just a few hours the sculpting artists and I had drawn

out a set of plans. Then we measured how big of a board we needed to order from our wood shop to place everything on and transferred those measurements for the ship and the models onto that board.



Did those plans include the characters we see on deck?

When you're building a diorama it's a split second of an action scene. We plan how the models look and decide if they need to be converted from the standard figures to do what we need them to do. We also think about whether it is daytime or night time and what the crew were doing right before this scene happened, so we can work everything out logically.



(Select to view)

I knew that we'd need a lot of miniatures to achieve what WizKids wanted to represent. After discussing with some of our assembly line artists about who might be stationed where and what's happening on the ship, I contacted WizKids and they sent us a big pack of miniatures. We started working out the narrative from there.



What story does this scene tell?

In the diorama the fight with the kraken is only just beginning. We see *The Falling Star* just seconds after the kraken rises from the water to grab the ship with its tentacles and start wrestling it. The ship is therefore tilted on the base. As well as the figures representing the crew members, we realized we also needed equipment to show that it is falling. We added some barrels and even sunk one beneath the clear resin we used for water—if you take a really close look you can find the barrel that fell off the ship.



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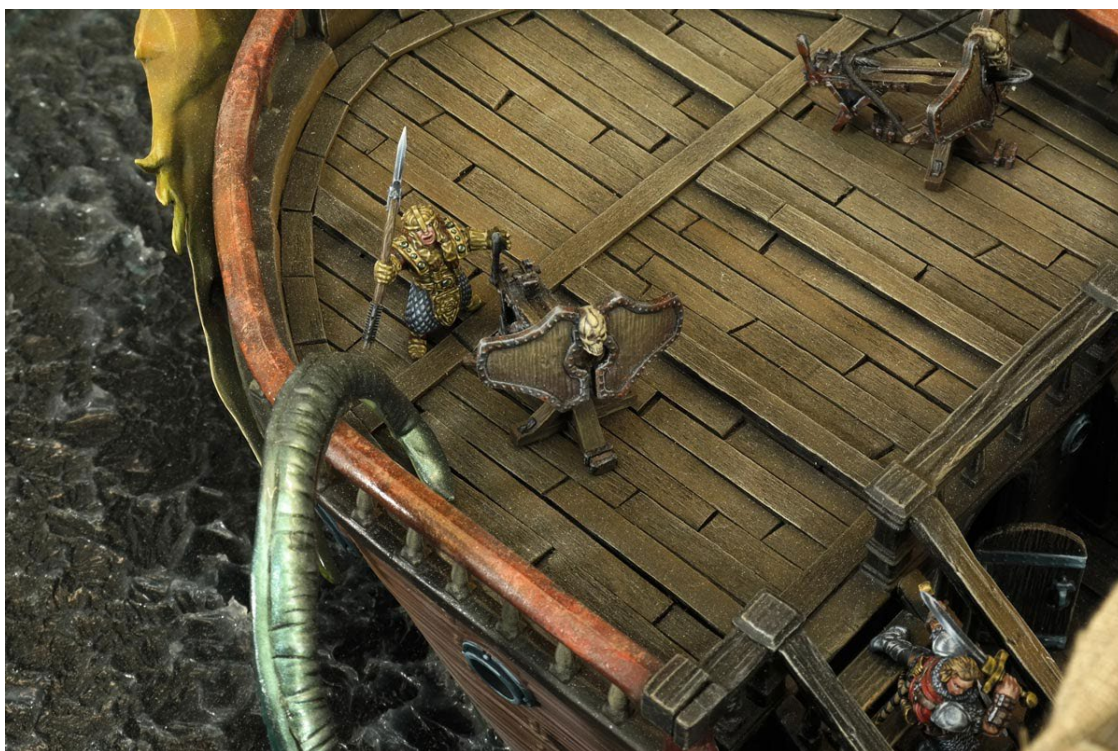
How did you decide what actions the characters were taking?

We wanted every corner of the ship to represent a little story and I think the team executed that well. You can really feel the atmosphere of what's happening. Those are veteran warriors and they're engaging in this epic fight head-on. Everyone's already focused and starting to throw their first punch.

We decided one of the dwarfs will be the captain and she is positioned next to the steering wheel of the ship. There's also a female dwarven warrior firing a ballista and you can see the kraken already has a bolt piercing its arm. We planned out where the bolt throwers would be stationed on the ship and how to angle them.



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There's also an aasimar jumping from the high mast towards the kraken, and a warrior running down the stairs desperate to strike their first blow. You can also see a character pulling a shield out of the water. She's floating so she can engage the kraken on the sea instead of the ship, using her magic powers to face it from an angle where it

isn't looking.

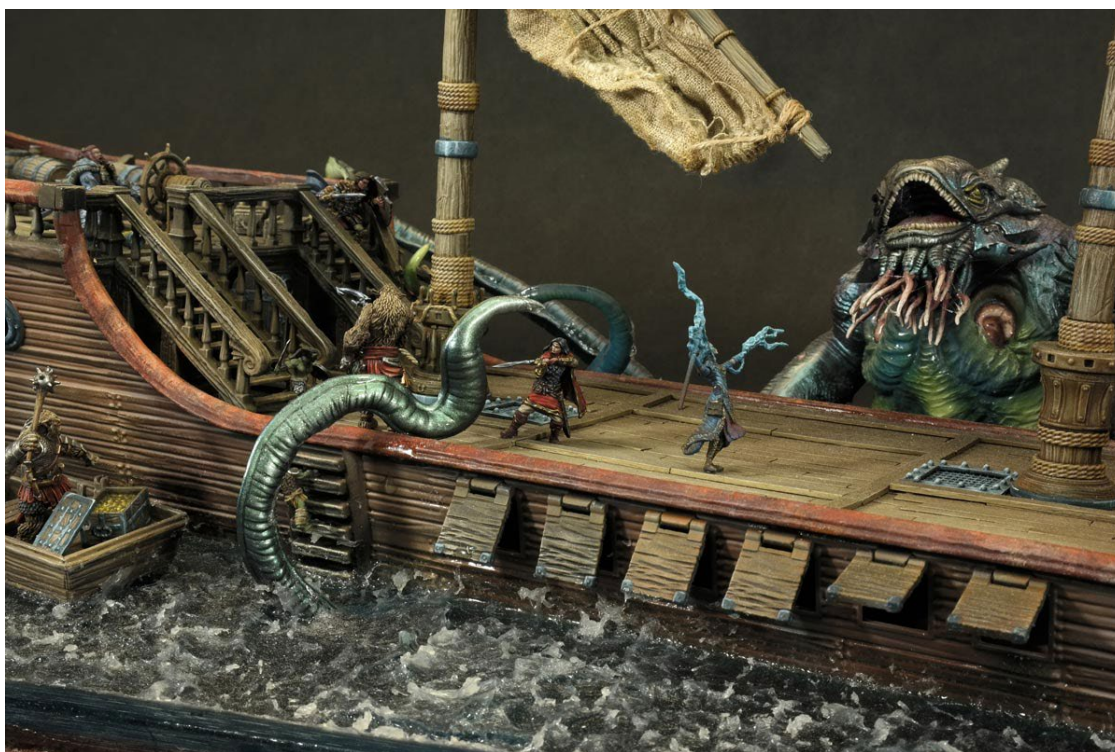


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And on deck you can see a sorceress already casting a *lightning bolt*. She's looking at the kraken and the kraken is looking at her, so that's an epic standoff.



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The legs of the kraken come as part of the WizKids set. Did you have to change those in any way?

In the original set, the tentacles come with bases that look like water splashes so we disassembled them to remove those. Every tentacle was then very carefully placed to look natural. We wanted the viewer to imagine that each tentacle wraps around and is really part of the kraken. How they curve needed to be believable as the viewer can't see deep down into the water.



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We also wanted the kraken to be raising its hand and trying to hit the sorceress. To create that standoff, we needed to convert the arm to be a little higher because it was originally placed at its side. We cut off its hand and then sculpted the model to create that epic scene.

How did the diorama finally start to come together?

The ship was painted first and then we added the sea material to the wooden board. The sea was created using resin with some added pigment. The first layer of sea used a lot of green and blue pigment, and every layer after that used a little bit less. At one point we sunk a barrel in there so it could be seen just beneath the surface. At that stage the resin representing the sea was flat and we needed to make it more dynamic.



I was doing some renovating at home and plastering the walls and had a shot of inspiration. I realized I could sculpt the waves using plaster, then create a silicone mold. I took a little bit of plaster, added more water, and then flattened it out using a wooden board. When I lifted the board, the waves formed themselves. I let the plaster dry then poured silicone over it to create a mold. We cast those waves in silicon resin and glued them on top of the flat resin level.

Was it difficult to simulate the effect of water drops?

We cut fishing line into two-centimeter pieces and glued those pieces onto a wooden board. At the end of those pieces we used polymer glue to form a droplet. Then we varnished those droplets with a gloss to harden them further. We cut those droplets off and glued them one by one to the kraken and its tentacles to imitate water falling off it after it emerges from the sea.



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How long did this project take, from design to the finished diorama?

I believe it was five months in total, although not all of that was work time. But we put the best painters we have on all the miniatures to really make them pop. I'm particularly happy with how the kraken turned out. We used metallic paints to give it a glossy effect—like fish scales that change color when you view it from a different angle. It really is gorgeous.

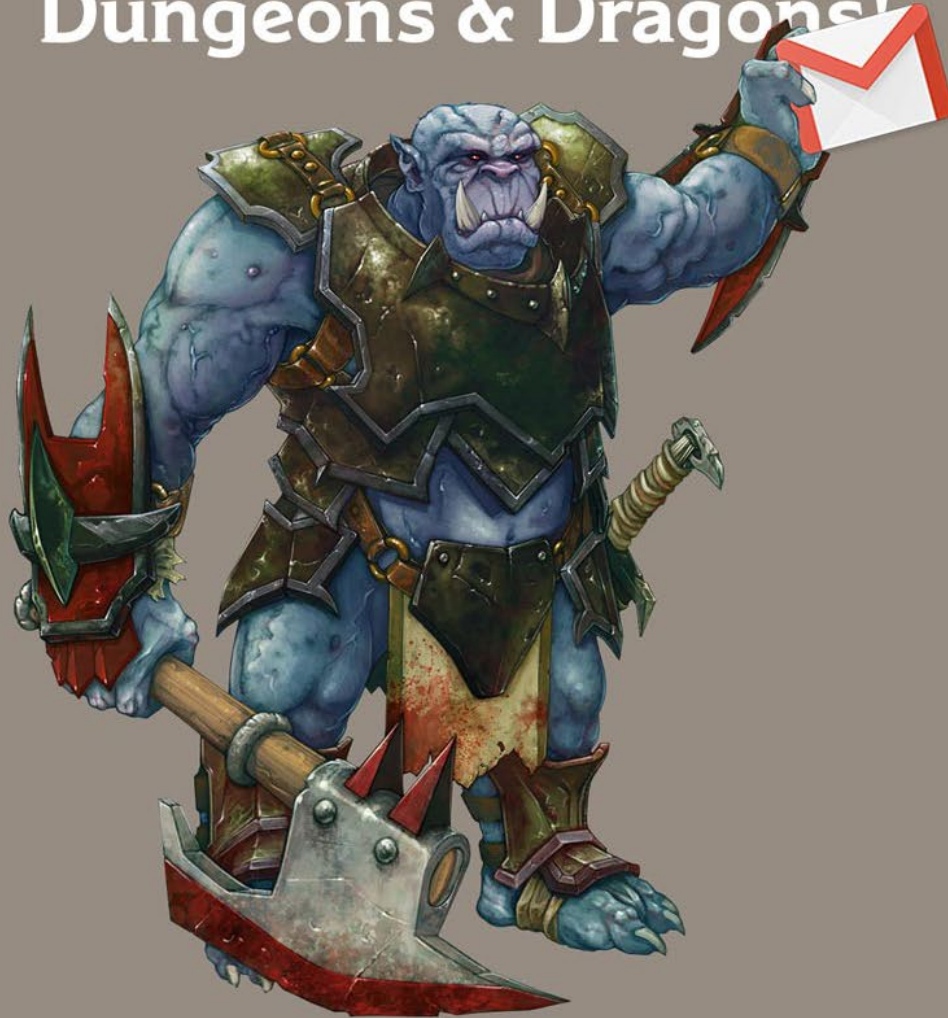
You can find more of Dariusz Piotrowski's work on the [Den of Imagination website](#), check out the company's [range of services](#), watch studios updates on [YouTube](#) or connect on [Instagram](#) and [Pinterest](#).

WizKids' *The Falling Star* ship and **D&D Icons of the Realms: Monster Menagerie III kraken figure** are available for purchase now. You can buy *The Falling Star* **unpainted** (make it your own like Den of Imagination) or **pre-painted**, and the kraken is also available **unpainted** or **pre-painted**.

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PREVIEWS

IN THE WORKS



Eberron: Rising From the Last War

Noir-inspired mystery meets swashbuckling adventure in this war-torn world filled with magic-fueled technology, airships and lightning trains! On a recent *Dragon+* livestream Jeremy Crawford discussed the contents of *Eberron: Rising from the Last War*:

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[Learn more](#)

Releasing November 19, *Eberron: Rising from the Last War* promises to be your gateway to using Eberron as a setting for your D&D campaign. It guides players and the Dungeon Master through the process of creating characters and adventures set in this world.

For an expanded look at its specific contents, let's dive into the book's welcome section:

Using this Book

As Jeremy mentions in the video above, the book is divided into six chapters:

Chapter 1 details how to create Eberron characters. It offers race options and a new class, the artificer, that reflect the flavor of the world. It also presents group patrons, a new concept that adds a shared purpose to your party of adventurers. You can use this material in Eberron or any other D&D setting.

Chapter 2 provides an overview of the nations of Khorvaire (and beyond) and the religions of Eberron. These are handy details whether you're a player seeking inspiration for your character's backstory or a DM looking for an intriguing place to set an adventure.

Chapter 3 focuses on Sharn, the City of Towers. Sharn is one of the wonders of Khorvaire and a source of endless adventures. This chapter presents a host of interesting locations and activities you can explore in this towering metropolis.

Chapter 4 provides ideas for adventures in Sharn and beyond. It introduces sinister forces at work in the world, along with the impact of the Last War and the dreadful Day of Mourning. It also includes a short adventure you can use to launch your campaign in Sharn.

Chapter 5 includes magic items and other treasures for an Eberron campaign. It also explores the vital role of dragonshards.

Chapter 6 presents new monsters and NPCs drawn from the world of Eberron. From mighty archfiends to helpful homunculi, these creatures add challenges to your adventures in this or any other D&D world.

In addition, here are seven things to know about the Eberron setting:

1. **The Last War Has Ended—Sort Of.** The Last War plunged the continent of Khorvaire into civil war more than a century ago, shattering the Five Nations that made up the kingdom of Galifar. Just two years ago the war ended with the signing of the Treaty of Thronehold and the establishment of twelve recognized nations and a tenuous peace. The conflicts, the anger, and the pain of the long war remain, however, and the new nations seek every

advantage as they prepare for the next war to break out on the continent.

2. **Dragonmarked Dynasties.** The great dragonmarked families are the barons of industry and commerce throughout Khorvaire and beyond. Their influence transcends political boundaries and they remained mostly neutral during the Last War. Not technically citizens of any nation, the matriarchs and patriarchs of each house live in splendor within their enclaves and emporiums located throughout Khorvaire. These dynastic houses of commerce derive their power from dragonmarks—hereditary arcane sigils that manifest on certain individuals within the family, granting them limited but useful magical abilities associated with the trade guilds each family controls.
3. **Lands of Intrigue.** The war is over, and the nations of Khorvaire now try to build a new age of peace and prosperity. Ancient threats linger, however, and the world needs heroes to take up the cause. Nations compete on many levels—for economic dominance, political influence, territory, magical power, and more—each looking to maintain or improve its status by any means short of all-out war. Dragonmarked houses, churches both pure and corrupt, crime lords, monster gangs, psionic spies, arcane universities, secret societies, sinister masterminds, dragons, and a multitude of organizations and factions join the struggle for position and power in the aftermath of the Last War.
4. **A Continent of Adventure.** From the jungles of Q'barra and the blasted hills and valleys of the Demon Wastes, to the skyscrapers of Sharn and the dinosaur-filled Talenta Plains, Eberron is a world of adventure. Expeditions can draw heroes from one exotic location to another across the continent of Khorvaire. The quest for the Mirror of the Seventh Moon might take the heroes from a hidden mountain shrine in Darguun to a ruined castle in the Shadow Marches and finally to a dungeon deep below the Library of Korranberg. Through the use of magical transportation heroes can reach a wide range of environments over the course of an adventure, and thus deal with a diverse assortment of monsters and other challenges.
5. **A World of Magic.** The technology of Eberron has developed not through the advance of science but by the mastery of magic. The widespread use of magic pervades life in the cities and towns.

Airships and rail transport make rapid travel across the continent possible. A working class of minor mages, called magewrights, uses spells to provide energy and other necessities. Advances in magic item creation have led to everything from self-propelled farming implements to sentient, free-willed beings created in artificers' forges. With the aid of rare crystals called dragonshards, dragonmarks can be made more powerful, elementals can be controlled and harnessed, and magic items can be crafted and shaped.

6. **New Races.** In addition to the common player character races found in the *Player's Handbook*, players can choose to play orc or goblinoid characters in Eberron. Or they can choose one of four new races: changelings, kalashtar, shifters, and warforged. Changelings have minor shapechanging abilities similar to those of doppelgangers. Kalashtar are planar entities merged with human hosts, giving them telepathic abilities. Shifters developed from the mixing of humans and lycanthropes, a union that grants them limited bestial abilities and feral instincts. The warforged are a constructed race created during the Last War, seeking to find its place in a post-war world.
7. **D&D with a Twist.** Every race, monster, spell, and magic item in the *Player's Handbook*, *Dungeon Master's Guide*, and *Monster Manual* has a place somewhere in Eberron—but it might not be the place you expect. Eberron has a unique spot in the D&D multiverse, and many familiar elements play different roles in its world. In particular, mortal creatures are products of culture and circumstances, rather than the direct influence of the gods. As a result, you can't assume that a gold dragon is good or a beholder is evil; only in the case of celestials, fiends, and certain other creatures whose identity and world-view are shaped by magic (such as the curse of lycanthropy) is alignment a given.

Living Spells

And finally (since Bart Carroll mentions this as his favorite Eberron creature during the *Dragon+* livestream), let's end with a preview of living spells!

Of all the anomalies that emerged from the magical cataclysm that created the Mournland, the appearance of living spells might be the most mysterious. In some unknown fashion, the magical energy

unleashed during the Last War caused spell effects to take on sentience. A living spell appears much like a normal spell effect, except that its magical energy endures indefinitely.

Living spells haunt the Mournland and other areas blasted by the Last War, somehow subsisting on ambient magical energy as they writhe and across the landscape. Though they have no need for sustenance, they attack any creatures they come into contact with, lashing out indiscriminately with their corrupted magic.

[Download the PDF](#)

Eberron: Rising From The Last War is released on November 19, 2019 with an MSRP of \$49.95 and you can pre-order it now at your [local game store](#), book stores such as [Barnes & Noble](#), or online at retailers such as [Amazon](#).

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LIVING SPELLS

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Constructed Nature. A living spell doesn't require air, food, drink, or sleep.

CUSTOMIZING A LIVING SPELL

Living spells come in many varieties; the stat blocks here are three examples. Living spells most often manifest from evocation and conjuration spells. To make a living spell from a different spell, choose a damage-dealing evocation or conjuration spell from the wizard spell list of up to 5th level. Then consult the Living Spell Customization table to see which stat block to customize, based on the chosen spell's level.

LIVING SPELL CUSTOMIZATION

Spell Level Stat Block to Customize

1–2	Living burning hands
3–4	Living lightning bolt
5	Living cloudkill

Now make the following changes to that stat block:

Damage Immunity. Replace the living spell's damage immunity with immunity to the type (or types) of damage dealt by the chosen spell.

Magical Strike. Replace the damage that Magical Strike deals with one type of damage dealt by the chosen spell.

Spell Mimicry. Replace the effect of Spell Mimicry with the effect of the chosen spell. If that spell requires a saving throw, use spell save DC from the replaced spell, and if the spell involves an attack roll, use the attack bonus from the living spell's Magical Strike.

For example, if you turn *fireball* (a 3rd-level spell) into a living spell, customize the living lightning bolt. The living fireball has immunity to fire damage, instead of lightning damage; deals fire damage with its Magical Strike; and replicates *fireball* with Spell Mimicry.



LIVING BURNING HANDS

Medium construct, unaligned

Armor Class 15 (natural armor)

Hit Points 15 (2d8 + 6)

Speed 25 ft., fly 25 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	16 (+3)	3 (–4)	6 (–2)	6 (–2)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities fire

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, grappled, poisoned, prone

Senses darkvision 60 ft., passive Perception 8

Languages —

Challenge 1 (200 XP)

Amorphous. The living spell can move through a space as narrow as 1 inch wide without squeezing.

Magic Resistance. The living spell has advantage on saving throws against spells and other magical effects.

ACTIONS

Magical Strike. *Melee Spell Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) fire damage.

Spell Mimicry (Recharge 5–6). The living spell unleashes a thin sheet of flames in a 15-foot cone. Each creature in that area must make a DC 13 Dexterity saving throw, taking 10 (3d6) fire damage on a failed save, or half as much damage on a successful one.



LIVING LIGHTNING BOLT

Large construct, unaligned

Armor Class 15 (natural armor)
Hit Points 57 (6d10 + 24)
Speed 25 ft., fly 25 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	18 (+4)	3 (-4)	10 (+0)	6 (-2)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities lightning
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, grappled, poisoned, prone
Senses darkvision 60 ft., passive Perception 10
Languages —
Challenge 5 (1,800 XP)

Amorphous. The living spell can move through a space as narrow as 1 inch wide without squeezing.

Magic Resistance. The living spell has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The living spell makes two Magical Strike attacks.

Magical Strike. *Melee Spell Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 21 (5d6 + 4) lightning damage.

Spell Mimicry (Recharge 5–6). The living spell unleashes a stroke of lightning in a line 100 feet long and 5 feet wide. Each creature in the line must make a DC 15 Dexterity saving throw, taking 28 (8d6) lightning damage on a failed save, or half as much damage on a successful one.



LIVING CLOUDKILL

Large construct, unaligned

Armor Class 15 (natural armor)
Hit Points 73 (7d10 + 35)
Speed 25 ft., fly 25 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	14 (+2)	3 (-4)	11 (+0)	6 (-2)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, grappled, poisoned, prone
Senses darkvision 60 ft., passive Perception 10
Languages —
Challenge 7 (2,900 XP)

Amorphous. The living spell can move through a space as narrow as 1 inch wide without squeezing.

Magic Resistance. The living spell has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The living spell makes two Magical Strike attacks.

Magical Strike. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 22 (5d6 + 5) poison damage.

Spell Mimicry (Recharge 5–6). The living spell creates a 40-foot-diameter sphere of fog within 60 feet of it (the fog spreads around corners). When a creature enters the fog for the first time on a turn or starts its turn there, it must make a DC 16 Constitution saving throw, taking 22 (5d8) poison damage on a failed save, or half as much damage on a successful one.

The fog moves 10 feet away from the living spell at the start of each of its turns, rolling along the ground and through openings. The fog lasts for 10 minutes or until the living spell's concentration ends (as if concentrating on a spell).

IN THE WORKS



D&D Sapphire Anniversary Dice Set: Collector's Limited Edition

2019 marks both the forty-fifth anniversary of Dungeons & Dragons and the five-year anniversary of fifth edition. Looking for a fantastic way to commemorate all those years of lasting friendships fueled by stories of imagination and adventure? We have just the thing....

To celebrate these milestones the D&D team has joined forces with **Level Up Dice** to create an incredible set of luxury dice. And these sets of eleven dice (two d20s, one d12, two d10s, one d8, four d6s, and one d4) fully deserve that “luxury” description.



“One of the d20s contains a laboratory-created sapphire inlaid where the 20 would be, and that’s the focal point of this set. It looks like a piece of jewelry,” says Anna Vo, Manager of Global Brand Marketing at Wizards of the Coast. “The dice are made of precision anodized aluminum and have a very nice weight but are also very durable. They have been designed to be silver in color and all the numbering is in sapphire blue.”

While that sapphire lovingly grown* by a rock gnome artificer in a charmingly-cluttered workshop takes the place of the twenty on the centerpiece die, each other die features a fully engraved D&D ampersand on its highest value.

“We partnered with Level Up Dice because of their very high standards of quality and their excellent reputation within the industry. Wizards of the Coast also has a very strict quality control process. The dice went through rigorous testing, where they were shaken 6,000 times to make sure nothing breaks off when they are rolled and there are no sharp edges,” explains Vo.

“We also made sure the surface is not too bumpy and the weight is distributed evenly to not jeopardize the integrity of the d20.”



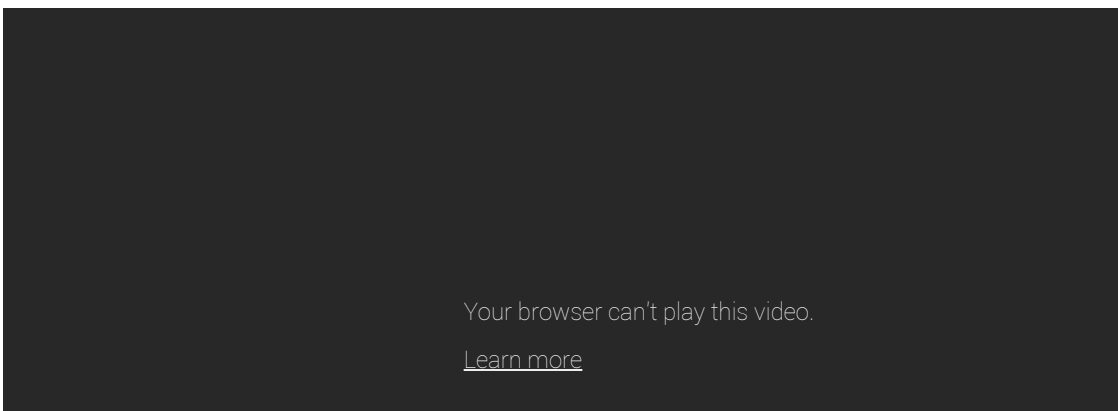
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ADDED EXTRAS

That premium look and feel extends to the custom dice tray and dice box combo. The box and tray boasts a leather-like (but vegan-friendly) outer finish, while the dice box has individual slots for each die and a finish velvet-like inner surface.

And there are more goodies hidden inside. The box contains a set of exclusive stickers and a “Thank You” note that’s been digitally signed by the whole D&D team. Fittingly, the product also serves to introduce the sapphire dragon to fifth edition for the first time. A foldout card featuring vibrant, full-color art includes official D&D game stats for adult sapphire dragons.

“There haven’t been any gemstone dragons included in fifth edition up to this point so this will be the first. Bonus content will include stats and the art of the dragon, which will be exclusive in this set for a limited time. It won’t be available for sale anywhere else until next year,” Vo says, revealing that this lore will allow other gemstone dragons to be created. “I can’t confirm when they will appear, but there’s a very high chance we’ll see more gemstone dragons in fifth edition in the future.”





The previously mentioned “Thank You” note also serves as a certificate of authenticity for the set and contains a hand-written serial/collector number. If you’re wondering how high the number climbs for this particular limited edition, prepare to be surprised: These anniversary dice will be available to the public in an extremely limited quantity of 1,974 units!

“We are making only 1974 of these sets available for the public because that’s the year Dungeons & Dragons launched. Making that the limited-edition number added extra meaning for fans and also ensured there were not too many of these sets out there,” says Vo, announcing that the sets will have a price point of \$299.99 each.

“We decided to make some very special dice for fans to celebrate these anniversaries. Why did we choose a dice set? No matter whether you are a DM or a player, most D&D fans have a tendency to collect multiple sets of dice,” adds Vo. “Having a real piece of a gemstone on a d20 is very special. The set comes in a box and dice tray so the dice can be carried around and protected. Or it can proudly be put on display so people can show they are a superfan of D&D and a part of history. This is a keepsake item.”

The D&D Sapphire Anniversary Dice Set: Collector’s Limited Edition will be **available for order** with an MSRP of \$299.99.

* Okay, you caught us. Humans grew these sapphires in laboratories on Earth. Sorry.

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Tyranny of Dragons

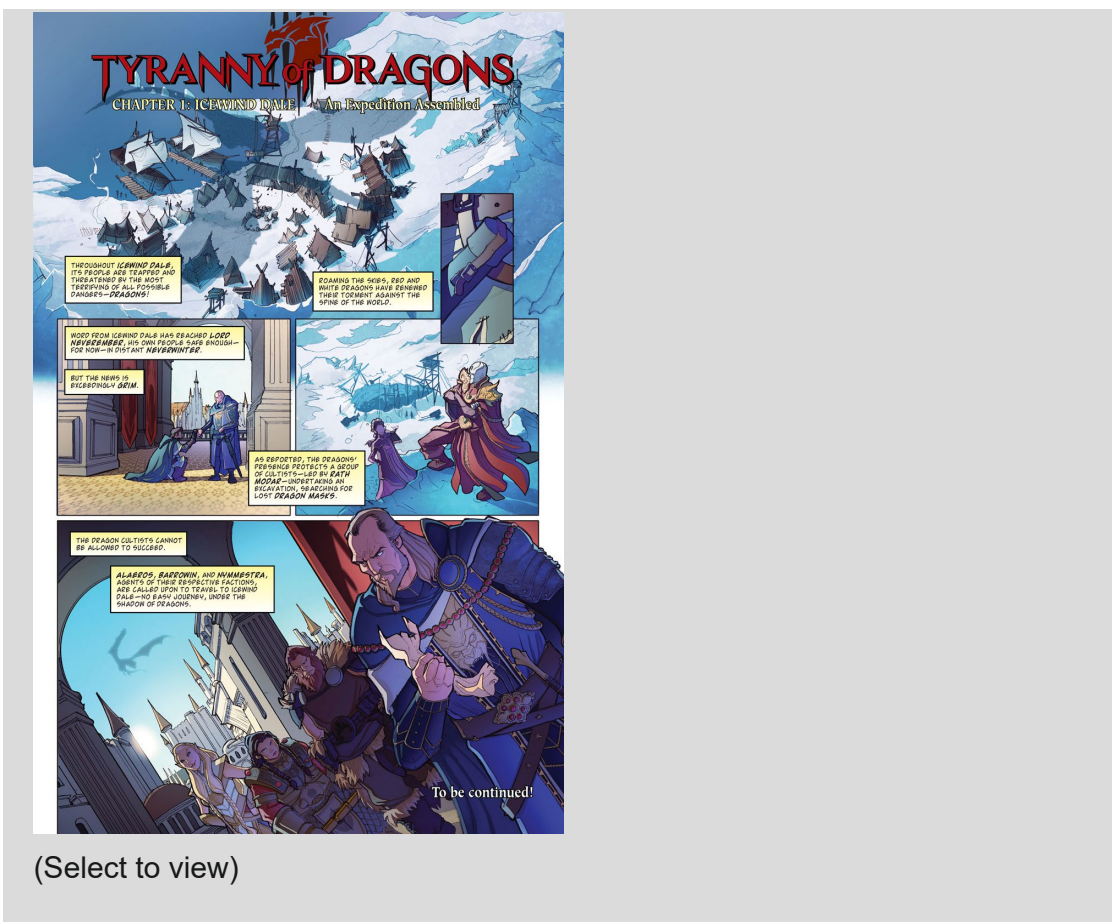


Announced at San Diego Comic Con—as part of *Spoilers & Swag* with special guest Joe Manganiello—*Tyranny of Dragons* is here!

WATCH ANNOUNCEMENT AT COMIC CON

In an audacious bid for power, the Cult of the Dragon leads the charge in an unholy campaign to bring Tiamat back to Faerûn. Alongside their dragon allies and the Red Wizards of Thay they sweep from town to town, laying waste to all those who oppose them and gathering a hoard of riches for their dread queen.

Curious to dig deeper into Tyranny of Dragons? Check out the online comic series in support of the storyline, which begins [here](#).



Tyranny of Dragons combines *Hoard of the Dragon Queen* and *The Rise of Tiamat*, complete with errata and a reworked opening chapter, bound together with new Hydro74 cover art. The updated sourcebook also features concept art providing insight into the D&D Team’s creative processes when crafting this fantastical adventure.

Against this threat of annihilation, the heroes must succeed, or Faerûn will succumb to draconic tyranny. In the end, the world will never be the same!

Tyranny of Dragons launched on October 22, 2019 with an MSRP of \$49.95 and you can buy it now at your **local game store**.

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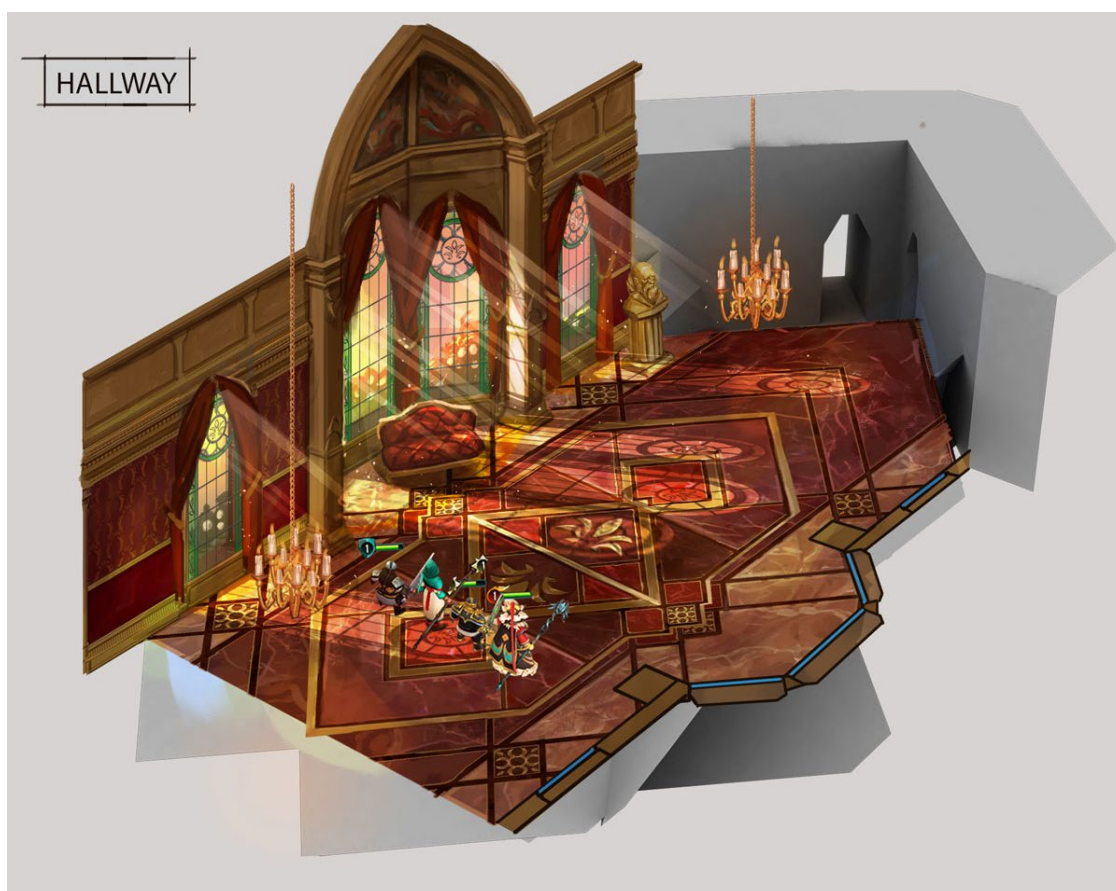


Warriors Of Waterdeep



Even the hardest adventurers need some downtime. After halting the mind flayer invasion in the Heartcoil Deeps, heroes in the *Warriors of Waterdeep* mobile video game will likely embrace the opportunity to investigate a disturbance at the Lightfinger Estate.

“Lightfinger Estate takes the *Warriors of Waterdeep* adventure away from ruined mountaintops and out of the Underdark, and sets them in a city environment for the first time,” says Stephen David Wark, Brand Manager at Ludia. “The artists have outdone themselves designing the exterior of the Lightfinger Estate, and the interior of the Lightfinger Mansion is extravagant enough for the Sea Ward of Waterdeep.”

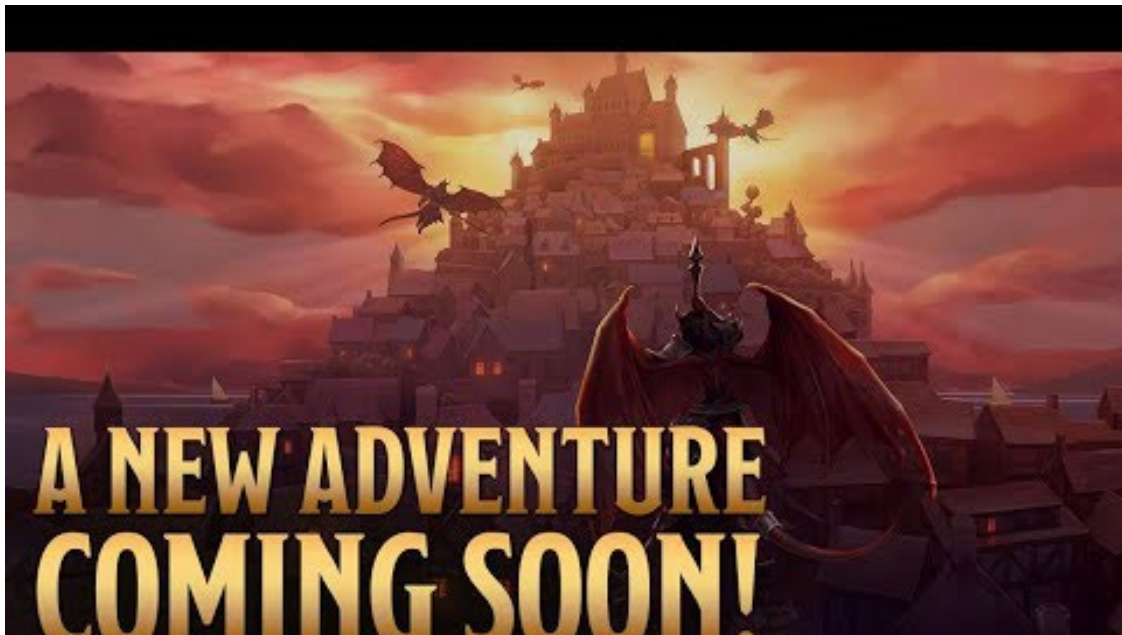


However, there's no time to relax in these luxurious surroundings! The mysterious Lightfinger Estate contains new monsters to challenge even the most experienced heroes.



“In addition to the new beasts, constructs, and monstrosities that one might expect to find in the City of Splendors, the heroes will find themselves facing fiends for the first time in the game, including

cambions, erinyes, a pit fiend, and even a rakshasa!” Stephen adds.



Guilds & Guile

The latest update also introduces a new way to experience *Warriors of Waterdeep* with like-minded gamers. When a player reaches Arena 2 in Battle Mode, they unlock the ability to create or join a guild. It costs 150 gems to set up your own guild, but joining one is free as long as your request is approved by the Guild Leader.

Once approved, players can chat with other members of that community, request specific gear cards from other players, or donate their spare cards to fulfill other people’s requests. You can have one active gear request open and when its timer expires you may collect any gear that has been donated. As a reward for gifting spare gear cards, players earn gold and XP for the hero who donated it.



Another new way to earn rewards in the latest update is through Battle Events. These see players facing off against an extended number of opponents until they suffer a set number of defeats. They continue to rack up wins and collect prizes at certain milestones, until they log, for example, the three strikes it takes to eliminate them from the challenge. Once they have no attempts remaining, they can pay the refresh cost to continue playing from their current position on the prize list. When all rewards have been claimed the Battle Event is complete.

“Battle Events are a way for players to earn a wide variety of rewards without putting their trophy count and leaderboard ranking at risk. They’re also a response to player demands to keep playing PvP after their chest slots are full and all their brawl rewards have been collected,” Stephen says.

“The prize ladder system is pretty flexible, allowing us to offer a more varied set of rewards than regular Battle Chests, and also to set up all kinds of theme-focused and hero-focused events. Players will see a lot of Battle Events in the future.”



Eagle-eyed players will also have noticed the Battle tab that has appeared in the Guilds section. While this has yet to be activated, we can confirm it will allow guilds to face off against rival guilds.

“I’m sworn to secrecy on the specifics, but I can confirm that the Guild Battles will feature guilds competing with other guilds for prestige and prizes,” Stephen reveals.

“We’re always reading player comments about the game on social media and in store reviews to see how features are being used, and how they could be expanded and improved in future updates. It’s great to read requests for features, like game modes or new heroes, that are already in the works because it shows we’re all thinking along the same lines.

“We have new heroes coming to round out the basic classes in the game including a roguish fan favorite that we’ll be slowly revealing ahead of the next update. New events, locations, and monsters are already in development—I’ve dropped a hint above when discussing the Lightfinger Estate.”

Warriors Of Waterdeep is available now for **Android** and **iOS** devices as a free download with in-game purchases.

Free gems!

THIS OFFER HAS NOW BEEN COMPLETED!

Our friends at Ludia are giving the first 500 people to **click on this link** a gift of 50 gems. You must have completed your first challenge in the game and you must click the link on the mobile device where *Warriors of Waterdeep* is installed, as it will open the game to deliver the reward.

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Wild Bangarang: D&D Skirts and Leggings

Dragon+ has been delving into the world of fantasy fashion recently, with Samantha Darcy's invaluable advice on how to be the best dressed **wizard** or pirate. So we feel confident recommending the amazing skirt and leggings options recently released by Wild Bangarang!

We spoke with Adam Jay, Wild Bangarang's CEO & Founder, to find out what makes a great piece of fan clothing and what we can expect from the UK company in the future. To find out more about Adam, check out his interview on Wild Bangarang's YouTube channel:

This video is private

How did Wild Bangarang first come to exist and what was the ethos

behind the clothing range?

Our journey began on the internet on November 3, 2014. One of our first licenses was *World of Warcraft*, which gave us some sweet street cred and put us on the gamer apparel map. Primarily starting out as a leggings company, we then added dresses, skirts, tops, shorts, sweatpants, jerseys, swimwear, etc. That has solidified our position as that UK go-to company which knocks out superior licensed designs that the community hasn't seen before and desires—even if some don't know it yet.



We started production in China, moved it to Leicester and now produce all of our goods in Seaford, East Sussex where we are based. It's that feel good factor of being made in the UK but also having full control over design, production, quality control and shipping. The Cave where we work is the central hub for all things Wild Bangarang.

Pop culture clothing has really stepped up its game. What makes a good piece of clothing to satisfy fans? Leggings are a great go-to! Something that is worn by a lot of people each day—girls *and* guys—while giving that individual the canvas to show off their geeky goodness and knowing that everything is

licensed and supported by the IP owners.



What has the response to the Dungeons & Dragons range been like? The response has been good so far with just a few designs in the first collection. We now have different color variations of those leggings and skirts, which will be followed by further styles and also jerseys, shorts, and fitness wear. This has been helped by the backing and support of Wizards of The Coast who share our posts on social media giving our products further reach.

What can we expect from Wild Bangarang in the future? So much more! Dungeons & Dragons has so much content and the accompanying materials WOTC provides helps us choose which route to take—be it class, race or monsters! We definitely want to diversify in the styles that we offer, not only having leggings and skirts on sale but also bringing in swimwear, fitness wear, lounge pants, shorts, and so on. If there are any designers who want to work with us then please drop us a message!

Visit the [Wild Bangarang website](#) to view the company's *Dungeons & Dragons* and *Magic: The Gathering* clothing ranges.



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Syrinscape's Baldur's Gate: Descent Into Avernus Soundpack

What does the Nine Hells sound like? Steady on party member, if you're lucky you won't be waking up on the shores of the Styx in the first play session. Why not enjoy your time above ground in Baldur's Gate before the devils and demons start jabbing their pitchforks (or other assorted piercing and bludgeoning weapons) in your general direction?

"The city of Baldur's Gate has been brought to life—every season, day and night, in and out of the rain, is covered," says Dan Tharp, Marketing Manager at Syrinscape. He reveals that CEO and Creative Director Benjamin Loomes has personally crafted a SoundPack that contains dozens of music tracks to capture the feel of this campaign in all its icky, unsavory, and morally questionable richness.

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[Learn more](#)

“In Avernus, Benjamin has gone all out *Mad Max: Fury Road*, with metal music to accompany rolling battles using infernal war machines. Dungeon Masters can even punctuate epic moments of combat with screaming guitar licks that break out over the energetic, driving backing track.

“And that is just the start. With characters and creatures voiced by Wizards of the Coast staff, professional voice actors, and numerous fan contributions from gaming cons all around the world, Syrinscape's *Baldur's Gate: Descent into Avernus* SoundPack brings your gaming table to life by turning it up to 11!”

Those buying **Beadle & Grimm's Platinum Edition** of *Baldur's Gate: Descent into Avernus* can also add this extra layer of immersion to their playing sessions thanks to a redeemable code in the premium box set. “Anything you can do to enhance that feeling of being in another world is going to be great for the experience,” Jon Ciccolini, co-founder of Beadle & Grimm's Pandemonium Warehouse, **told *Dragon+* in issue 27**. “The music is going to add a whole extra dimension.”

Visit the **Syrinscape website** to download the player and try its SoundPacks for free.

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Wizkids' Miniatures

Monsters, player characters, classic statues that graced D&D sourcebooks of old, and the dark center of a mind flayer community... WizKids has figures to suit every adventure in its upcoming releases.

D&D Nolzur's Marvelous Miniatures Wave 10

These highly detailed figures featuring characters, monsters, and scenery from the D&D universe come primed and ready to paint out of the box, requiring little to no assembly. This 10th wave in the series includes player characters such as the goliath barbarian, the human sorcerer, and the half-elf monk, as well as various creatures and monsters including multiple wymlings, elementals, and golems.



D&D Icons Of The Realms: Volo & Mordenkainen's Foes

This monstrous collection of 44 figures in randomly sorted sets includes many of the creatures found in *Volo's Guide to Monsters* and *Mordenkainen's Tome of Foes*. Prepare to have your life blood stolen by the dreaded death kiss, feel the madness of long-forgotten secrets as you look upon the allip, and dare to lay claim to the eidolon-possessed Sacred Statue's other eye.



D&D Icons Of The Realms: Elder Brain & Stalagmites Premium Set
 This fantastic pre-painted promotional set contains a tentacle-laden horror of the brine pool and several set pieces you need to battle this monster in its cavernous domain. It's the perfect setting and adversary for your next adventure and a beautiful display piece as well!



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D&D Nolzur's Marvelous Miniatures Wave 10 are releases in November and D&D Icons Of The Realms: Volo & Mordenkainen's Foes and the Elder Brain & Stalagmites Premium Set are both released in December. Visit the [WizKids website](#) for more information.

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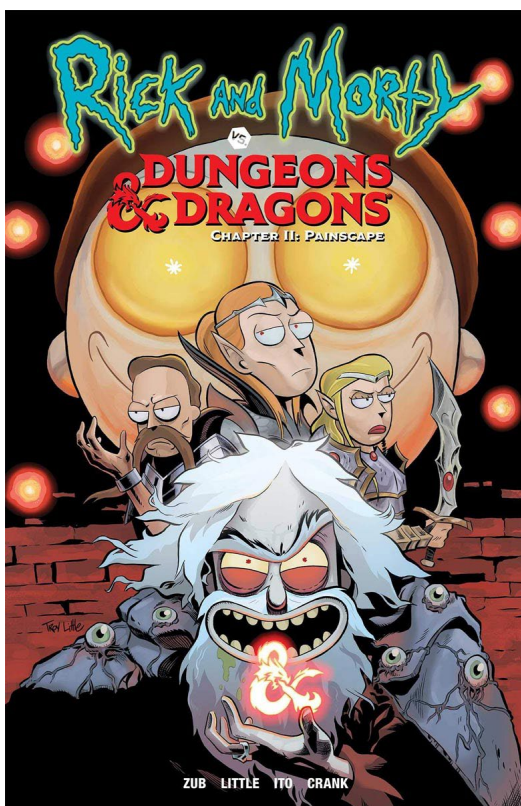
Dungeons & Dragons vs. Rick and Morty vs. Dungeons & Dragons

The Rick and Morty vs. Dungeons & Dragons comic-book was the incredible mashup everyone wanted it to be. Jim Zub and Troy Little lift the

lid on Chapter II: Painscape, before Kate Welch introduces the swiftest of D&D box sets.

Matt Chapman

Legend tells of a dinner between the staff at IDW and Oni Press. During a chat about which comics the two companies would mash up if they could, the one that made everyone laugh the most was IDW's *Dungeons & Dragons* and Oni Press' *Rick and Morty*. It was such a good idea none of them could shake it....



“That’s a Reese’s Peanut Butter Cup in comic form,” says artist Troy Little, describing a link-up that has already resulted in two comic crossover stories and will shortly see the release of a themed Dungeons & Dragons box set. “Comics seems like the place to be able to do kooky crossovers, where you can unhinge normality and mix things up in new and unexpected ways. And I’m glad we got the chance to do that. But when you get this kind of opportunity you think, ‘Oh man, this is either going to be amazing or terrible. We need to do this right, otherwise it’s going to haunt

us!’” adds Jim Zub, writer of the official Dungeons & Dragons comic, who was tasked with adding mad scientist Rick Sanchez and his grandson/sidekick Mortimer Smith into that world.

“What was so amazing was that we were all coming at this material with such a desire to make something special. Our whole crew—Pat Rothfuss, Troy, Leonardo Ito on colors—was so focused on defying expectations and making this as heartfelt and funny as we hoped it could be.”

“I know a lot of people say that first comic is one of the greatest un-produced episodes of *Rick and Morty* that they’ve ever read,” Little says proudly, before Zub adds: “So to be audacious enough to think that we could do it again....”

CHAPTER II: PAINSCAPE

“When we started talking about the possibility of doing a second comic, I had some kooky ideas about how to tip things in the opposite direction. We took the Smith family to the world of Dungeons & Dragons in the first story. Could we have Dungeons & Dragons invade Earth in a similarly entertaining fashion? That led to a lot of questions,” Zub remembers.

“The nugget that got the whole thing rolling was this idea that when you first start playing a game, you make a character very innocently. You might create something you think looks cool or choose something that sounds good because you don’t know how the rules work. I thought it was a good metaphor for the way a lot of people approach their life. They don’t want to admit that they did stupid things when they were a kid or that they were awkward and embarrassing. When you grow up, you try and hide those things about yourself,” Zub explains.

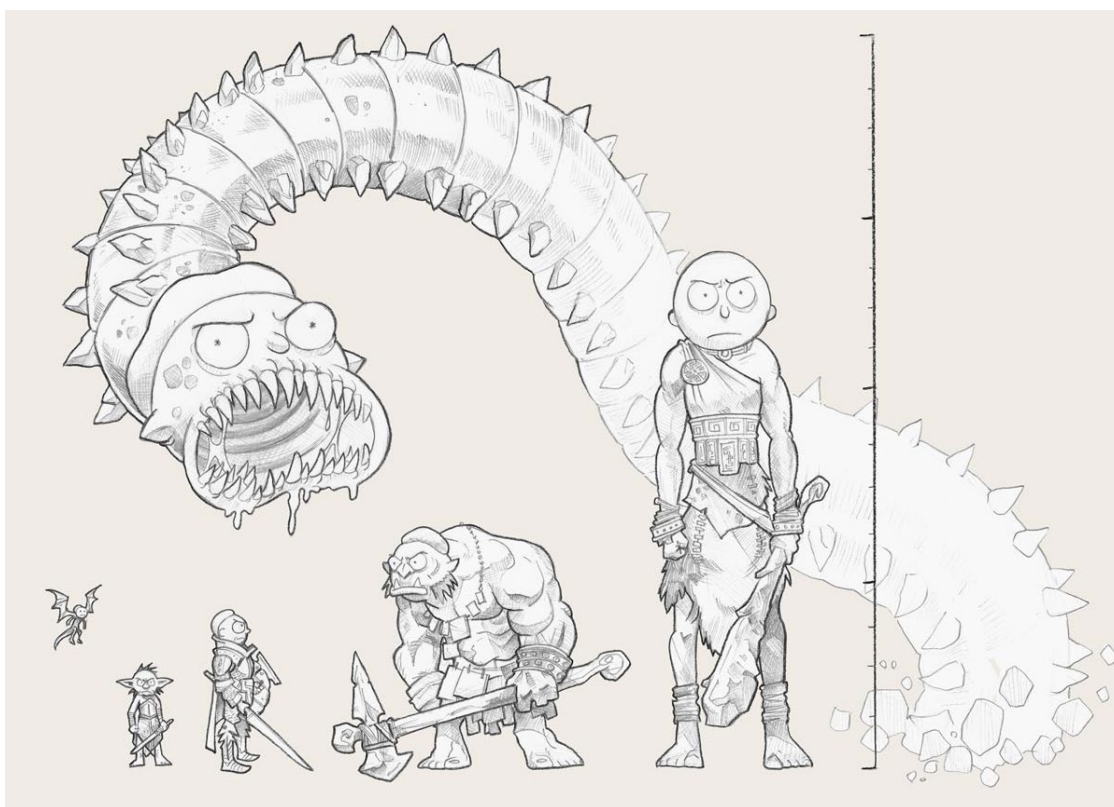


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“As you learn how D&D functions as a game, you also learn how to take advantage of that. And that’s Rick’s thing, controlling and taking advantage of everything. But like the rest of us, innocent Rick made characters that are malformed or ones he rolled poorly on. Yet he doesn’t want anyone to think he’s been anything less than perfect in every way.

“These characters are living proof that he’s not infallible and because there are an infinite number of dimensions, they really exist out there somewhere. They hate him so much and they’re coming to get their

revenge.”



(Select to view)

CHARACTER ASSASSINATION

Creating a collection of less-than-optimal D&D characters was the pair’s first job—and the list was long. Weakened core stats, terrible combinations of race and class, and other flaws that would raise the eyebrows of min-max experts were all explored.

“Brainstorming the forgotten freaks from the *Folio of Flawed Failures* was an absolute joy. Each of them had something stupid that was really amusing to play off. They were entertainingly impure in the way early D&D characters tend to be when you’re enjoying the discovery,” says Zub.

“Designing all these characters was a riot,” Little agrees. “Each one would make a great side story or one-shot, but we only have so much space to work with.



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Personally, I'd love to know what happened to these Ricks."

Zub says they had a lot of fun digging through first edition books and reminding themselves of the unusual limitations and combinations from that era. Does that explain Rick ragging on bards so much in the first comic outing?

"Oh, there's a bard. And there's a reason why Rick hates bards so much. Some people don't know that the first edition bard is not a regular class you could take, it's a bizarre, elite multi-class character," Zub continues. "You had to go through all this intense multi-classing before you were allowed to join the bardic school. It was absolutely crazy. You will discover the full extent of Rick's hatred of bards over the course of this story because it's core to what we're doing."

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[Learn more](#)

DUNGEONS & DRAGONS VS. RICK AND MORTY

Special editions of the *Rick and Morty vs. Dungeons & Dragons* comic included a playable adventure called *Temple of Glorb*. Yet the

success of the fusion of these two worlds demanded something on the scale previously seen with the *Stranger Things Dungeons & Dragons Starter Set*. Game designer Kate Welch took charge as Design Lead of a D&D product for the first time to create the *Dungeons & Dragons vs. Rick and Morty Tabletop Roleplaying Game Adventure*.

“The gig was to make a box set using the *Rick and Morty vs. Dungeons & Dragons* comic-book as the base of the inspiration. How hard could it be?” she tells *Dragon+*. “Those are famous last words for a reason. It’s Dungeons & Dragons AND *Rick and Morty*, so now I have two sets of fans that I want to have fun with my project. But we knew that Jim Zub was going to be writing for us and Troy Little was going to provide art, so we were super excited because their comic book has been so well received and everyone is a big fan.”



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The components within the *Dungeons & Dragons vs. Rick and Morty Tabletop Roleplaying Game Adventure* include a 44-page adventure and a 64-page rulebook. Much of the extra space in that larger rulebook is taken up with Rick’s discussion of the D&D rules.

“We’ve added double the amount of space in the rulebook so we could have Rick sassing all over our rules and giving his commentary on how he likes to play Dungeons & Dragons,” Welch confirms.

Even that element was typical Rick Sanchez. Zub was sent the usual rules that must be observed when writing for the D&D team, including standard documentation on how encounters, stat blocks, room descriptions and other elements are written in fifth edition. His response was entirely in character for the arrogant scientist he was channeling.

“I glanced over all of it, and then I emailed Kate and said, ‘Rick don’t

play that. I'm going to write this thing like a wild stream of consciousness and then you guys have to figure out how you're going to incorporate it into the actual document.' Her reply was, 'Rick do what he do.' So that's the way I approached it," Zub recalls.



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ADVENTURE TIME

If the rules text was stuffed full of Rick's personality (rumor has it he gets drunker the further he gets into his rant), then the adventure in

this box set also radiates the kind of comedy fans of the TV show expect. The premise centers on an adventure that Rick has written himself in his role as a Gygaxian-like figure of a parallel universe called C141. Rick went to C141 before Wizards of the Coast bought Dungeons & Dragons and became its legendary D&D designer (“In that universe it’s not Gygaxian, it’s Sanchezian,” Welch tells us, revealing that in C141 Rick has his own livestreaming show called *Cynical Troll*, which gets a billion views a day). And he’s brought one of his most popular adventures back from this parallel universe to our dimension so that we can enjoy it.

Collaborators Welch, Zub, Narrative Designers Ari Levitch and Adam Lee, and Penny Arcade VP (and Donaar Blit’zen on *The “C” Team*) Ryan Hartman were tasked with bringing this dungeon crawl to life.

“A bunch of us ended up writing a ton of rooms for this dungeon. It really ended up feeling like *The Onion* writers’ room. One of the joys about working on this product is that no-one can resist laughing when we’re talking about this stuff,” Welch says. “It was a love letter written by people who adore *Rick and Morty* and adore Dungeons & Dragons. It was a blast.”



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Originally the idea was to have around forty rooms in the dungeon. If you’re remembering a standard Dungeons & Dragons adventure, which includes the occasional room with a busted-up bed and a blank piece of parchment on the floor, it’s wise not to expect to find such breaks in a *Rick and Morty* campaign.

“Classically dungeons are designed not to be a mile a minute to give your players pacing. This dungeon is not like that! There are no filler rooms, every single room is an encounter. I wanted every room to feel like a toy you play with,” Welch reveals. “In my games a single encounter can take anywhere from forty-five minutes to an hour. A box set usually provides around six to eight hours of play, but on that basis this would provide almost forty hours of entertainment. Sure, you’re not going to hit every room as there are many, many routes through this dungeon. But it’s great for replayability.”

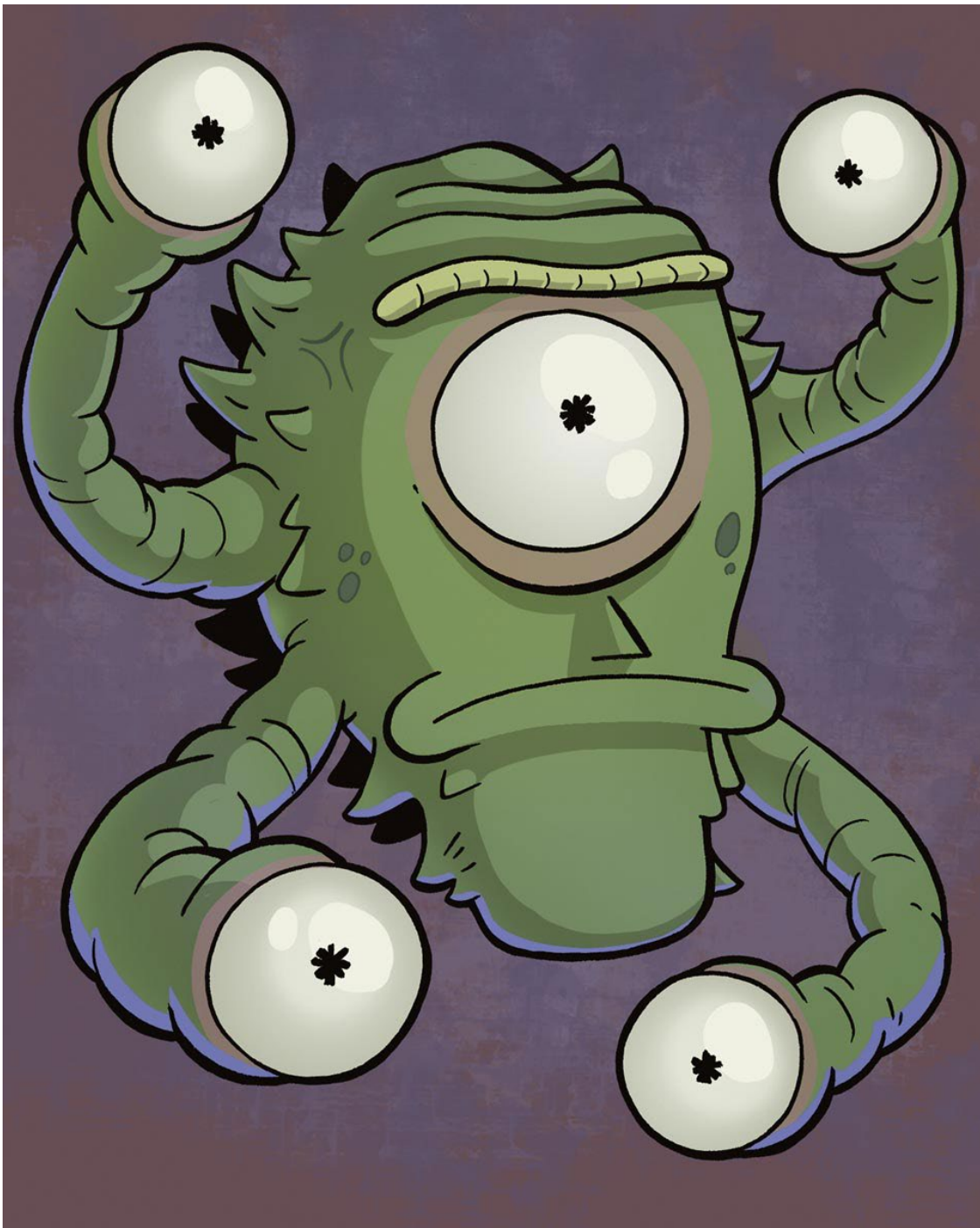
Playtests revealed that if parties adopted the classic dungeon navigation technique of hugging the left wall, they can get straight through and avoid most of the rooms. Welch’s design team went to work to stop something so obvious being a possibility in such a crazy campaign.

“We cut that left wall path—don’t even try it!” she says. “And I think there’s one secret door in the whole dungeon and I’m not going to tell you where it is.”

Looking for the ultimate seal of approval? ‘Dungeon Master to the Stars’ Chris Perkins was one of the last people to read the adventure before it went to the printer. Welch was on tenterhooks waiting to know what he thought.

“He’s the adventure writing master, so I ran over to him and wanted to know what feedback he had on my first insane adventure. Aside from a couple of technical issues he said creatively it was astonishing. I wanted to get a little quote on the box: Chris Perkins calls this ‘Astonishing’,” she says proudly.

“Chris is a 13-year-old boy at heart, so all the toilet humor is his jam. Even a non-*Rick and Morty* fan can enjoy the insanity of this and have a good time.”



MIND YOUR LANGUAGE

“We’ve had so many conversations that go along the lines of, ‘Is dumbass one or two words?’ There is no guideline in the *Chicago Manual of Style* about how you treat potty language,” Welch says, describing the unusual position her team found itself in with such a swearsy main character.

Welch also noted each episode title of the *Rick and Morty* TV show is a parody of a movie (‘Total Rickall’, ‘Look Who’s Purging Now’).

Her idea was to name the dungeon crawl after a classic D&D adventure. While the pun-tastic title she wanted to use would reduce meetings to howls of laughter every time they heard it, eventually she settled on the more easily digestible *The Lost Dungeon of Rickedness: Big Rick Energy*.

Still, there's one badge of honor Welch is able to cling proudly to: "On every other D&D box set it says 12+ in the upper corner. We needed to know if that was still appropriate for us. I'm proud to say that the *Dungeons & Dragons vs. Rick and Morty Tabletop Roleplaying Game Adventure* says 13+."



PACKING A PUNCH

From crazy brainstorm to one of the most successful crossovers ever produced, the mashup of *Rick and Morty* and D&D has created a whole new way to enjoy Dungeons & Dragons. And players won't need to have read the comic to get the best out of the box set. "Our box set is standalone," Welch confirms. "We didn't want to lean too hard on people knowing what was in the comic in order to enjoy the box set, and vice versa."

In Zub and Little's eyes, the success of this new pop-culture phenomenon is down to the same creativity that has made three seasons of the *Rick and Morty* animated show such a big hit.

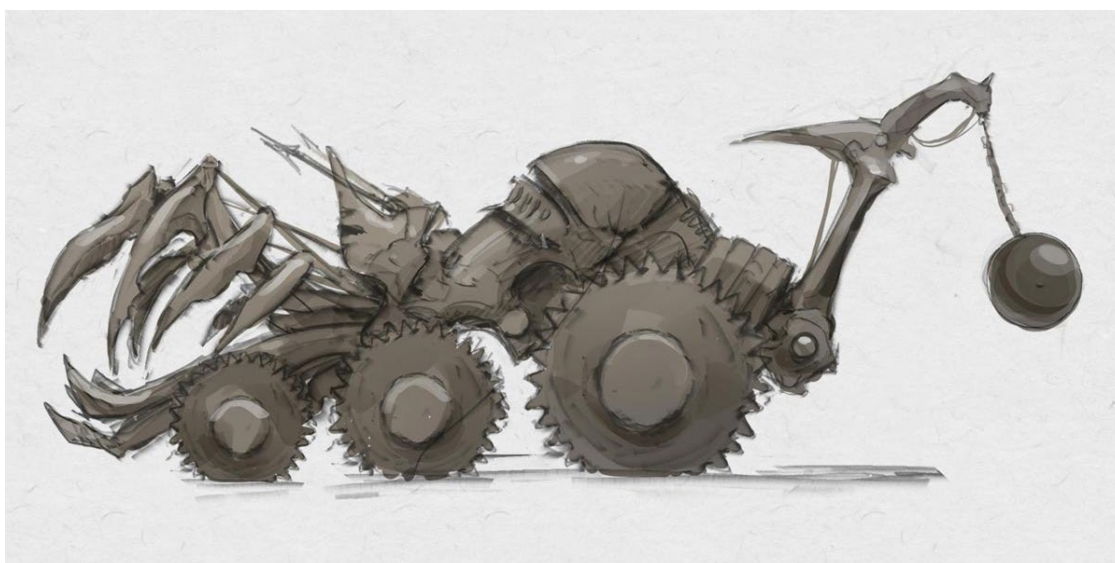
"One of the amazing things about *Rick and Morty* is that there aren't that many episodes. But every episode contains something memorable. That could be both really gut punch funny and gut punch emotional. It's amazing how much they've been able to pack into it," Zub enthuses before Little adds: "They don't feel like they're holding back and saving something. They're just putting it all out there and then still coming up with new ideas."

"Where we wanted to defy expectations was to surprise people in all the right ways," adds Zub. "we're going to amaze you with its deep cuts in terms of continuity, its emotional moments, and the fact it is genuinely entertaining on its own merits. It would have been the easiest thing for us to say, 'Here's Pickle Rick and we've put some armor on him' but we didn't want to do that."

"The beautiful thing about doing a sequel is that we've created *T2*, not *Critters 2*," says Little and Zub is genuinely pleased with that analogy, suggesting it's the kind of compliment they should put on the back cover. "I'm the Morty to your Rick, Jim," Little declares with a smile.

The *Dungeons & Dragons vs. Rick and Morty Tabletop Roleplaying Game Adventure* is available for pre-order with an MSRP of \$29.99 and releases on November 19, 2019. The four-issue *Rick and Morty vs. Dungeons & Dragons Chapter II: Painscape* comic-book releases monthly, with issue two in the shops now.

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Plotting the Descent: Infernal War Machines

The D&D design team wipes the engine oil from its collective brow and offers a peek under the bonnet of Avernus' coolest rides.

Every Dungeons & Dragons adventure is a wild ride in its own way. Whether it's the fun of **an ocean voyage**, the hijinks of a **heist**, or the **hunt for a creature** more commonly seen in Hawkins, Indiana, a D&D adventure can make you feel like a beagle sticking its head out of the window of a fast-moving car. The latest release —*Baldur's Gate: Descent Into Avernus*—takes a more literal approach to that metaphor.

One of the unique sights Avernus offers newcomers is its infernal war machines. These are the tanks of the Blood War, and devils use them to move about this blasted Hellscape to fight demons. Story and Game Designer Adam Lee and Concept Illustrator Shawn Wood were responsible for developing that idea and early on they decided it would involve multiple kinds of vehicles.

“The earliest rules had two types of vehicle: there was a smaller one that was more like a buggy or a jeep, and also the big rig equivalent.

But then we realized that part of the *Mad Max* fantasy is its swarm of bikers. There were always visual representations for those in the early artwork, it was simply a matter of whether we could figure out how to fit them in,” says Wood.



JUNKYARD WARS

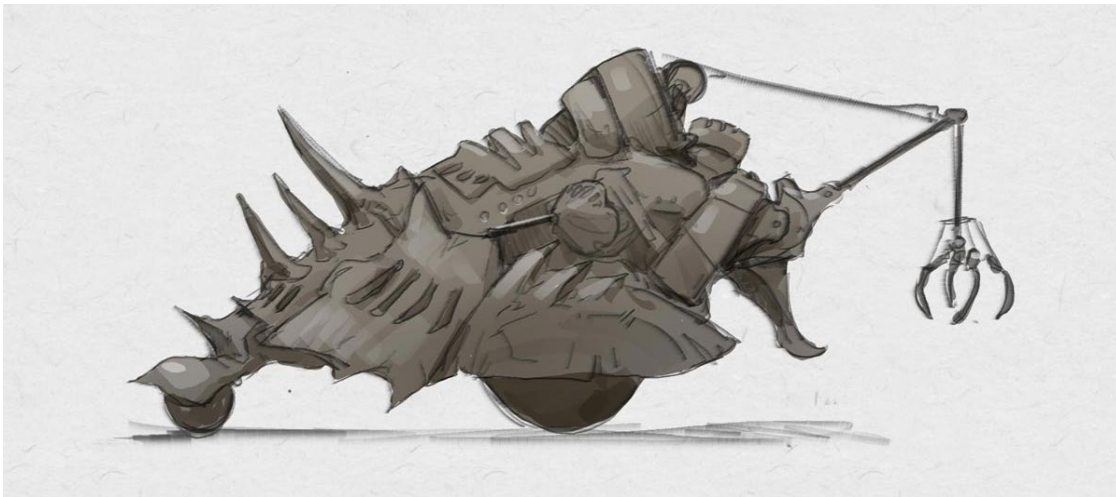
“When we were trying to create the visuals, we realized that there needed to be a variety of size. That’s why Mad Maggie has this big RV-style vehicle,” says Wood. At that stage Game Designer Dan Dillon, who joined the project as his first full-time assignment with the D&D team, remembers Wood’s early concept drawings for the infernal war machines “looked like black and white inky silhouettes.”

The variety of infernal war machines on offer is partly down to the scavenger-like instincts of Avernus’ inhabitants. When the devils first build these deadly forms of transportation, they are military grade vehicles, such as the one Zariel herself commands. Yet when these massive hulks break down and are junked for parts, they can be used to create a number of smaller vehicles to tear around this bleak landscape.

“As the Blood War goes on, these vehicles break up and then there’s this cobbling together of parts. We had the idea that there would be these junked-up hot rods as part of that. We had several thumbnails

from different artists including some that looked like tanks, before we eventually settled on a few options,” Senior Art Director Richard Whitters recalls.

“Suddenly it’s not just one type of war machine. And when there are different-sized vehicles, there’s the idea of using the bigger ones as a weapon and having them bash through smaller things. Knocking the bikes down and seeing everybody tumble is part of the same *Mad Max* fantasy, so we had to work out how we deliver on that. It was a lot of fun,” says Wood.



MANIC ORGANIC

The “machine” element of these infernal war machines was originally quite different. Wood admits they initially had a much more organic look before the team settled on their design.

“At that stage we were still trying to bridge whether these machines were powered by souls or not,” says Senior Art Director Richard Whitters. “And we wondered if there would be a weird, organic feel to their mechanics under the hood.”

The team explored a number of options, including whether beings in the Nine Hells would use giant creatures to transport them rather than huge machines.

While they settled on trying to keep it mechanical (“It’s still *Dungeons & Dragons*, not really *Mad Max* or *Star Wars*,” says Dillon), that mix of organics and mechanics originally solidified around one character: Mickey the flesh golem.

“Because we had this idea that everything is made from recycled parts, we knew that the flesh golem who is part of Mad Maggie’s gang would also be created out of the devil parts lying around. So we were still playing with the idea that maybe there are organic things in there,” Whitters says.



(Select to view)

In the end it was the fundamental difference between devils and demons that led the team to their eventual designs.

“The silhouette evolved away from that because these machines are created by devils and we felt that organic look made them seem more demonic. So we kept the infernal war machines as mechanical as possible to give them a distinct feel. We needed them to have a manufactured quality, unlike the chaotic and weird nature of something used by demons,” Whitters reveals.

“One of the things we found is that if you took all the pictures of

demons and devils and threw them on the floor, how do you tell which is which? We decided the lawful devils would be organized, wearing armor and regimental markings because they'd be serving in a legion. They're actually preparing for battle as part of a unit, and so the vehicles they use would also seem less chaotic."



RULES OF ENGAGEMENT

Having sketched out the metallic steeds for these infernal knights, the design team also had to decide how the vehicles function within the game. Make them too rules-heavy and combat might be slow and boring; make them too easy to operate and they could become hugely overpowered. A balance had to be struck.

"Pace of play was really important," says Narrative Designer Ari Levitch. "Every time you have to make a decision about your vehicle as you're racing across the wastelands of the Nine Hells, things start to get to complicated rules-wise. When that happened with a rule, our approach was to ditch it."

Initially the rules for infernal war machines closely matched the rules for ships in *Ghosts of Saltmarsh*. Unlike sea battles, where turning the helm shifts rudders to determine the angle of movement, the team wanted skirmishes between these nippy war machines to have a faster pace. Dillon took a look at them with a fresh pair of eyes and then he and Chris Perkins worked to pare them back even further.

"I was really happy we did that because we had already taken a complicated version of vehicle instructions and streamlined it. When someone who hadn't seen those transitions decided it was still too

wordy, we were able to create an even better version of that,” Wood says.

“I emailed Chris Perkins and asked if I could treat these like mounts as far as movement goes and not worry about any of the rules that had been written down. He said, ‘Yes, please!’ and at that point we diverged from the ship rules,” says Dillon.

Viewing vehicles as mounts allowed the team to create stat blocks to describe them as if they were creatures—somewhat ironic given the move away from their organic leanings in early design decisions. Yet the change made it easier to handle combat and complex maneuvers: the Dexterity score of a big and bulky vehicle would not be as high as a smaller, more maneuverable craft but it would be able to take much more damage.

“The ideal scenario for using one of these is a chase encounter and our rules build on that. And then there’s the idea of doing repairs on the fly, as you are in motion screaming down the road,” Levitch says. “If there’s a harpoon in your wheel and it’s affecting your ability to move and your enemies are gaining on you, then someone has to hang over the edge and try to pull it out. The Mishaps table includes Repair DCs for all of those types of things and is the favorite table I’ve been involved with.”

d20	Mishap	Repair DC
1	Engine Flare. Fire erupts from the engine and engulfs the vehicle. Any creature that starts its turn on or inside the vehicle takes 10 (3d6) fire damage until this mishap ends.	15 (Dex)
2-4	Locked Steering. The vehicle can move in a straight line only. It automatically fails Dexterity checks and Dexterity saving throws until this mishap ends.	15 (Str)
5-7	Furnace Rupture. The vehicle’s speed decreases by 30 feet until this mishap ends.	15 (Str)

8-10	<p>Weapon Malfunction. One of the vehicle's weapons (DM's choice) can't be used until this mishap ends. If the vehicle has no functioning weapons, no mishap occurs.</p> <p>Blinding Smoke. The helm station fills with smoke and is heavily obscured until this mishap ends. Any creature in the helm station is blinded by the smoke.</p> <p>Shedding Armor. The vehicle's damage threshold is reduced by 10 until this mishap ends.</p> <p>Damaged Axle. The vehicle grinds and shakes uncontrollably. Until the mishap ends, the vehicle has disadvantage on all Dexterity checks, and all ability checks and attack rolls made by creatures on or inside the vehicle have disadvantage.</p> <p>Flip. The vehicle flips over, falls prone, and comes to a dead stop in an unoccupied space. Any unsecured creature holding on to the outside of the vehicle must succeed on a DC 20 Strength saving throw or be thrown off, landing prone in a random unoccupied space within 20 feet of the overturned vehicle. Creatures inside the vehicle fall prone and must succeed on a DC 15 Strength saving throw or take 10 (3d6) bludgeoning damage.</p>	20 (Str) 15 (Dex) 15 (Str) 20 (Dex) None
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WEAPONS OF WAR

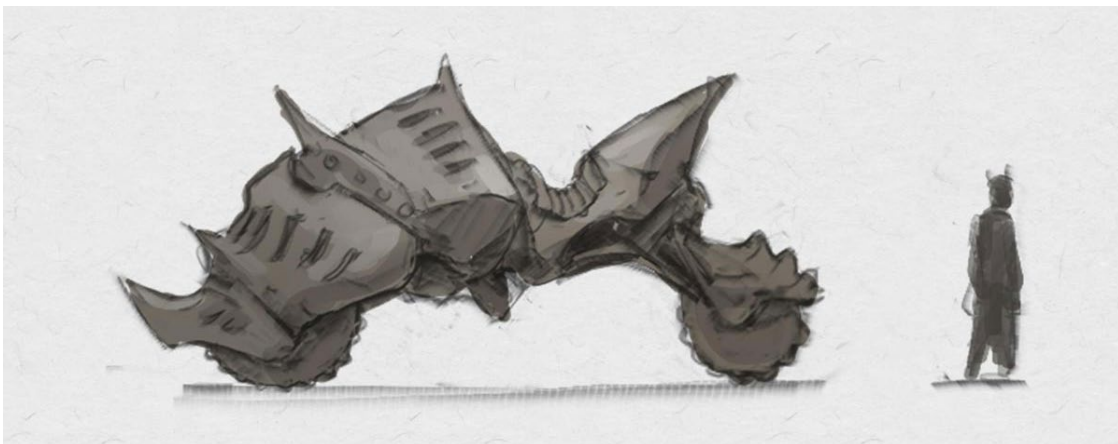
Another way to play out the fantasy of a *Mad Max*/D&D mashup was to kit these vehicles out with incredible weaponry. The team started with a blank white board and had one task: fill it with the craziest stuff they could come up with!

“We had probably 50 things on that board,” Whitters says. “Some of them were weapons, some were armor, some were just weird accessories. What if you had a chair that could swing out over another person’s vehicle? That’s very *Mad Max*.”

“When you’re inside a vehicle, a knife’s not going to do a ton of damage,” adds Levitch, as Dillon continues, “And crossbows are probably going to ping off its armor. So the weapons are a little more like siege weapons and those are a lot of fun. The extra layer here was to work out what the infernal upgrades for those kinds of weapons would be.”

“What I like about that final list is there’s enough room to inspire players and DMs to make their own upgrades. It’s pretty open-ended. If you want a particular type of contraption, go for it,” says Whitters, confirming that the infernal screamer “which simply shrieks at you and does lots of damage” is his favorite.

“Now you have to really think about how you’re going to approach fighting one of these infernal war machines, or how you’ll take one over, or how you’ll defend one once you have captured it. I’m hoping the DMs Guild will be packed with people coming up with their own war machines and upgrade kits. I want to see someone make a catalog and put it out there,” says Wood.



HEART AND SOUL

Another key component of these malevolent motors are their power sources. The engine at the heart of every infernal war machine is fueled by *soul coins*, while pouring a flask of demon ichor into that furnace temporarily increases the vehicle's speed.

“Very early on in the development process Adam Lee talked about how *soul coins* would be important in a variety of ways in Avernus. When we started developing the infernal war machines we knew that they would be one way you could boost your machines,” Wood explains. “However, you would do this with the knowledge that there is a soul in that coin and you would destroy it by powering your vehicle. Everything has a cost, welcome to hell!”



An infernal war machine's furnace consumes a *soul coin* instantly, expending all its charges at once and destroying the physical coin in the process. The soul that was trapped in the coin becomes trapped in the furnace instead, powering the infernal war machine. If the soul is still trapped in the furnace when its power runs

out, it is destroyed. Not even divine intervention can restore a soul destroyed in this manner.

As Dillon and Wood point out, there are many reasons a being's soul may have ended up in the Nine Hells before being minted by Mammon into a *soul coin*. A creature might be imprisoned as a result of defaulting on a deal, be the victim of a night hag's curse, or have even been sold by their parents—as happened with the CassalanTERS.

“Even as you get to flee from enemies because you have super-charged your infernal war machine, you have to burn someone's soul to do it. You get to hear it scream as you pop the *soul coin* into the furnace and it powers the engine,” says Wood.

“I want to see the party that at some point realizes they're not comfortable using *soul coins* anymore. It's a very simple currency that a lot of the Nine Hells runs on, and it'll be interesting to see how much harder that makes the rest of the campaign to stop using them,”

adds Dillon.

If you're wondering why you've never seen one of these amazing war machines topside in Faerûn, it's because that infernal currency is only available in the Nine Hells. Not that people won't have tried to steal one and ride it out before.

"An infernal war machine isn't going to last very long unless you bring a supply of *soul coins* with you, because that's their fuel," says Whitters. "You might find all these sputtered out wrecks near any entrance to Avernus, like the trolleys at the edge of a supermarket."

Baldur's Gate: Descent Into Avernus is out now with an MSRP of \$49.95. An alternative art cover with a distinctive design and soft-touch finish is available exclusively in game stores. Follow [Richard Whitters](#), [Shawn Wood](#), [Dan Dillon](#) and [Ari Levitch](#) on Twitter to see more of their work.

BACK TO TOP



Fiction: Kallinor's Charge

An artifact is sought, a powerful staff that might help save the city of Elturel... but at what cost?

Mark Price & David Roomes

Here she stood, poised at the threshold, poised in readiness. To come all this way just to hesitate at the manor's gate, Kiran thought, even for a moment, seemed counter to her decisive nature. But this was no ordinary mission, nor her focus an ordinary man. Her two lieutenants stepped in closer, the late autumn leaves crunching underfoot.

"What a rubbish heap," declared Mallor, the older of the two, regarding the coarse stone fence and rusted ironwork gate, then sniffing at the cool air with his aquiline nose and usual disdain, "Is this really the home of your hero, Captain?"

It was a fair question. Kiran took in the masonry, once elegant, now covered in mold and grime. It looked as if a strong kick could send blackened crumbling thatches to the slog of mud below.

All around them, an infestation of brittle, rotting ivy fluttered in the gathering wind. The clouds grew darker by the minute. A storm was coming.

"Something seems off," Kiran agreed.

She turned her gaze to Lyra. The younger lieutenant brushed a curl of red hair from transfixed eyes and peered through the bars of the gate. Broken marble statues of knights and demons clawed at each other in exaggerated battle poses, playing out some operatic struggle amidst the tangles of creeping vines.

"I think it's interesting. A place steeped in memory," Lyra mused. "Can you feel it?"

"For a Hellrider?" replied Mallor. "It's ignoble, this disrepair."

"He wasn't just a Hellrider," insisted Lyra. "He was the youngest field commander in our history. He fought at the battle of Tristol. Led the charge at Red Hill. And his duel with Tholizar the Unbathed is legendary. There's even a drinking song about it...."

Kiran cut off the first note with a raised hand.

"Our mission is clear," Kiran said. "Travel to Darrow Estate, speak with Lord Kallinor, and retrieve the Imminent Light."

“Indeed, let us speak with him,” said Mallor, “an old hermit who hasn’t been seen in years, most likely dead.”

“He had a niece living at Candlekeep until last winter,” countered Kiran. “Even without her, I think word of his death would have reached our order. He may be a recluse, but he’s still one of us. He will listen to what we have to say. I know it.”

“We’ve sacrificed crucial time to be here. You still think it’s worth it?”

The captain stopped and turned to face Mallor.

“Yes,” said Kiran, her voice taking on her calm but stern leader’s edge, “and we are *guests* here. Kallinor’s estate may have faded in grandeur, but honor does not lose its luster.”

She stopped for a moment to study the manor within the outer walls. A little unkept, perhaps, but still the home of a great man. Surely he would help them.

“He is everything Lyra says,” Kiran continued, “A man of righteousness. *And* the keeper of the only weapon that can save Elturel. So mind your manners, both of you, and mind your tongues.”

“Yes, Captain,” said Lyra.

Mallor gave a sigh. “Yes, Captain.”

Kiran put a hand on the ironwork and gave it a forceful shove. The hinges squealed in protest, the gate swung open, and thus the three knights advanced through the gate and along the short path, weaving around dead trees.

The country manor’s state of decay became more evident as they approached. The sagging roof was a sad patchwork of moss-covered shingles and gaping holes. As with the grounds, any trace of ornamentation was derelict and abandoned. And barely discernable, a faint voice from within the manor rose and fell, as if expounding an argument against some unheard antagonist.

“Someone’s home,” said Lyra.

They arrived at the manor's stout front door. An erstwhile grand façade of stonework was now cracked and crumbled, having relented beneath merciless winters. A carved dragon held a corroded bronze knocker in its mouth. Kiran stepped forward, grasped the enormous ring and knocked.

The voice within fumbled abruptly and cursed as if startled. Echoes of the knocker gradually faded as the sound of footsteps approached.

"A house steward to send us on our way, you think?" said Mallor.
"Doesn't matter. Lord Kallinor wouldn't have the staff. No one does. I heard it was lost in—"

A bolt slid with a loud clack, and the door swung open.

And there stood Lord Kallinor, leaning heavily on a burnished, ornate staff—the Imminent Light, right in front of them, ending all suspense on the matter.

"Oh," was all Mallor could say.

Kiran assessed the man, her tall, oaken frame allowing her to meet his eye level. Bleary eyes returned her stare from beneath bushy eyebrows that matched his tangled gray beard. The full plate armor he wore—"Even at home?" thought Mallor—was battle worn and ill kept, as was his weathered face, scarred from long forgotten wounds, but freshly bruised as if from a recent fight. Even from a knight long retired, this was far from what she'd expected.

Kallinor nodded to the trio.

"Please excuse me. I was in my study, finishing a letter. How may I be of service?"

"Sir, we—" her voice caught in the chill autumn air. Worse than a junior cadet, she silently admonished herself. Embarrassing.

Nevertheless, Kiran still had her talent for instantly sizing up allies and opponents. She saw the hard lines at his brow, the calloused hands and corded muscles, and noted the opposing positions of his hands on the staff—relaxed, but ready to swing the weapon up hard. The staff itself was finely crafted of silvered oak and adorned with a headpiece centered around a large amethyst.

Kiran cleared her throat, righting herself.

“Sir, we are a delegation of Hellriders sent from the conclave at Candlekeep. We are here on a matter most urgent. May we come in?”

The old knight glanced back into his home and hesitated, a moment of indecision masking his expression. He turned back toward his visitors with a forced smile.

“Yes, yes, of course. Please do come in....” He stepped back and waved them inward.

Kallinor led them down a short hallway and into the manor's great hall. The chamber was in a state of neglect, as if vacant for years. A large fireplace was set in the stone wall, though there was no firewood nor evidence of any recent fire. Bookcases filled with ancient tomes, small statuettes and other curios flanked the fireplace. Suits of armor, rusted and draped in cobwebs, stood cold and silent in the four corners of the room.

The most striking items of the hall were several enormous tapestries that covered the two longest walls, the once rich colors now muted beneath a thick layer of dust. Like the statues in the garden outside, these tapestries depicted armies of knights and hordes of demons clashing in terrific battles.

“My apologies for the state of things,” said Kallinor as he set about to straighten pillows on a divan and clear off chairs. “It has been some time since I've had guests.”

While their host awkwardly fumbled about the room, Lyra looked closely at a marble bust as Mallor examined a pair of crossed swords. Kiran studied the tapestries that filled the walls, her attention settling on a depiction she knew well from history.

Kallinor noted Kiran's interest and moved over to admire it with her.

“Pivotal moments from a bygone time,” he said, gesturing to the image in front of her. “That one, of course, is The Ride.”

“Our order's first major campaign on the plane of Avernus,” Kiran observed. “Taking the fight to the enemy.”

“As the enemy has returned in kind,” Kallinor commented, eyes seeming to partially clear in recollection. He nodded to the cavalry leader in the tapestry, an angel riding a golden mastodon into a hellish wasteland, surrounded by virtuous light. “Zariel, our general, since fallen to the influence of the Nine Hells.”

“There are those who say the archdevil Zariel still blames the Hellriders for the mission’s failure, and seeks her revenge,” the captain ventured.

Kallinor’s expression darkened. He motioned to other tapestries on the wall, changing the subject.

“And over there is the battle of Red Hill,” he said, “where I led a battalion of soldiers against Murok the Marauder. And that one,” he pointed to another, “was the march on Andur Castle. That’s me to the right, at the gate.” The two lieutenants gathered with their young captain to listen.

The captain was familiar with these representations, especially the character central to each battle—a young Kallinor, in his prime. In all, he wore the markings of a field commander and was leading a troop of soldiers into battle. And the largest, central tapestry depicted him holding aloft the Imminent Light.

“Is that—?” began Kiran, pointing to the largest tapestry.

“Uh, yes,” mumbled Kallinor, turning away and suddenly needing to straighten another pillow. “Yes, that is the event known as Kallinor’s Charge.”

“Where you used the Imminent Light,” prompted Mallor.

“You struck the staff upon the ground,” said Lyra, “and unleashed a burst of divine radiance that crashed over the demons like a wave and vanquished them!”

“The staff turned the tide of battle,” said Kiran quietly. “And saved the lives of many hundreds that day.”

Kallinor was silent, his eyes closed. Kiran took a deep breath. It was time.

“It is the staff that has brought us here, Lord Kallinor.”

“What?” he turned abruptly and looked at her with an alarmed expression.

“Sir... you once pledged, as have we, to defend the town of Elturel,” Kiran spoke with measured words. “Alas, we come to you in grave circumstances. The town has fallen to diabolical hordes. It has been taken by means of dark magic, wholly lifted and transported away. Elturel—*our* Elturel, is now imprisoned within Avernus.”

Kallinor's eyes widened with growing dread. “The... entire town?”

Kiran nodded.

The old man looked as if the air had been sucked from the room.

“It, it cannot be...”

“Even now, the Hellriders engage in desperate battle. The city is under siege, as are the very souls of its people.”

“We three,” said Mallor, stepping forward, “are among the last who remain. And we go forth to fight alongside our sisters and brothers in arms.”

“The final battle will be joined in Avernus,” added Kiran, leaning urgently towards Kallinor. “The Imminent Light is once again needed by the forces of light.”

“It is terrible news, indeed,” said the old man, shifting uncomfortably and backing away. “Just terrible. But I'm afraid the staff must remain with me.”

“Sir,” said Lyra. “We are honor sworn to protect the city from evil. Surely, the need has never been greater than now.”

“The staff carries a cost,” replied Kallinor. “A burden I cannot allow anyone else to bear.”

“Any burden needed shall be borne,” countered Kiran. “It is our duty.”

“This goes beyond duty,” said Kallinor, shaking his head.

"Duty is everything," Kiran's voice grew harder.

Kallinor turned and began pacing the room. "And what of our duty to *all* mortal beings? You do not understand..."

"There are near twenty thousand people in Elturel, and one in ten of those is a Hellrider," objected Mallor. "You would condemn them all, soldiers and civilians, to unspeakable deaths?"

"There are things worse than death," mumbled Kallinor, staring off into space.

Kiran couldn't believe what she was hearing. What could have so broken his spirit? It was unbecoming of the man. And of all of them.

"Tales of this staff have inspired legends," Lyra said. "It's healing powers alone could save many lives...."

"The forces of darkness fear its power," Kiran insisted. "For the sake of thousands of innocents, let us use that power now."

"Power has a terrible price," Kallinor stopped his pacing abruptly and turned to face Kiran. "To wield such might, this staff binds one's soul to the Nine Hells!"

"An honorable soul is not so easily corrupted," Kiran stated evenly.

"Did you not hear what I said?" the elder knight demanded.

"Did *you*?" Kiran felt the blood in her temple pulse. "No Hellrider would fall to such disgrace. Not after The Ride, not anymore."

"I speak of an eternity of servitude to Zariel! And you spoke of her revenge? Then know it takes a great many forms."

"I will gladly match steel against the worst the Hells have to offer!" said Kiran, her voice rising with zeal. "And I cannot leave this estate without the staff in my possession."

"No! I will not allow the curse to spread!" shouted Kallinor, as he brought the staff down upon the stone floor. Its headpiece emitted a flash of dazzling light and a thunderclap shook the room. The blast staggered the three knights back a step.

The echo of the thunderclap faded and a moment of ringing silence followed. The stone tile beneath the staff was cracked and smoldering.

“Perhaps,” Lyra began hesitantly, “a little wine might help such discourse....”

Kallinor seemed disturbed by his own outburst, visibly struggling to compose himself. At last, he nodded. “Some wine... yes, of course. Forgive me. The road from Candlekeep is difficult. Allow me to fetch a proper vintage from the cellar....”

Kiran watched as Kallinor departed the room, every tap of the staff on the stone floor carrying the resonance of tightly coiled power. The object of her mission was so close.

Lyra turned to her captain. “So that bought us a few minutes. Did you believe that? About curses? And Zariel?”

“Well, *look* at this place!” Mallor gestured to the disheveled hall of relics. “His mind’s beyond reach. But the staff is still within our grasp. I say we take it by force.”

“Draw arms against a fellow knight?” Kiran shook her head. “I think not. His mind may be strained, but even an addled hermit deserves some professional courtesy.”

“Maybe there’s another way,” said Lyra. “This place is full of trinkets from his past. Proud memories. So, we find some curio from the past to aid our argument. Perhaps some relic from Kallinor’s Charge that might remind him of the duty he once felt upon that battlefield.”

Kiran and Mallor both glanced at the central tapestry, at the dozens of figures locked in infernal conflict.

“Not a bad idea,” said Mallor. “If we are to resolve this without bloodshed, we must appeal to his sense of honor.”

Kiran nodded. “I would never so disrespect a fellow knight as to ransack his home, but our need is great. Let us be quick....”

With the lieutenants following close behind, the captain began moving room to room.

A low hum, more like a buzz, grew in volume as they approached, then proceeded through the kitchen door with a soft creak. The ramshackle cupboards revealed no food. Only pots and pans which looked like they hadn't been used in years. A strange film coated the walls and counter space in haphazard, amber splotches.

Then, something skittered away and retreated into the shadows, much too large to be a rat. Kiran could see the reflection of a carapace, metallic in finish. Another dark shape hovered across the ceiling and flew into the cupboard, too fast to get a good look. But the hint of insect-like talons was enough to make their skin crawl as the buzz persisted. Backing out as quietly as they could, the trio shut the door.

"I couldn't mark them. Anyone?" asked Lyra.

"Hellwasps. Not of this world...." said Mallor, his face turning ashen.

Kiran stood for several seconds, trying to process what they'd seen, but then she abruptly turned to the corridor.

"Let's go," she said, motioning them forward. The team moved down the hall with growing trepidation.

The next doorway revealed an eerily disassembled bedchamber, its clothes strewn about. No blankets were upon the straw sleeping pallet, no bedding of any kind. But most disquieting were the walls of the bedchamber, adorned with strange sigils and glyphs. Some of them more recent than others, they could see as they entered. But all of them were scratched out in dried blood.

The markings looked like characters from the infernal tongue. As Kiran and the others stared at the runes, the whole room began to darken, until all they could see was the dried blood blazing in the darkness. A faint sound began, an echoing whisper barely perceptible. Someone, or some *thing*, was reading the words.

Kiran's heart began to pound in her chest as she watched the runes burn brighter. She struggled against an unseen force that held in her place. All light seemed to flow toward the runes as the whisper grew

to multiple whispers, ever louder. Finally, Kiran wrenched her gaze away from the fiery runes and dragged her companions out of the room, slamming the door shut behind them.

She staggered away from the door, gasping for breath as she looked at the others. Mallor and Lyra were breathing heavily and blinking rapidly, as if waking from a nightmare.

“This place *is* cursed,” spat Mallor.

“What now, Captain?” asked Lyra.

“What do you *think*?” Karin snapped. “We have a mission!”

Her two lieutenants nodded at her, as the captain expected. They were Hellriders, those who charge forward when all else lose their resolve. Righteous and true.

Reaching the end of the hall, Kiran pushed open the last door. Within was a small cluttered study that reeked of rancid lamp oil. A large, once ornate bookshelf stood against the window, blocking much of the daylight. Its shelves held various military texts and works of religious theory, including a worn copy of the Creed Resolute, their order's most sacred tome.

At the center of the room was an old desk, whereupon sat a burning lamp, many feathered quill pens and bottles of ink. Countless sheets of parchment covered the desk, spilling onto and blanketing most of the floor.

Kiran picked up one of the sheets of parchment from the floor and read it.

Dearest Caroline,

I cannot expect you to forgive me, but I hope one day you will understand. Every use brings us closer to darkness. For the good of the world, it is my curse to bear alone. Let it be dragged to the void with me. Let me end it.

With courage,
Your loving uncle

“It’s a letter to his niece... the one who died at Candlekeep last winter,” said the captain. Lyra and Mallor also picked up parchments.

“So is this one,” added Lyra. “And this one....”

Kiran rifled through stacks of more parchments.

Every single sheet was the same letter, word for word. She looked at the piles spread across the room. There were hundreds upon hundreds of them. Thousands, maybe.

“We’re beyond insanity now,” muttered Mallor.

Kiran shook her head, at a loss, and let the letter in her hand drop.

“How dare you!”

All three knights turned to find Lord Kallinor standing at the doorway with a tray of cracked crystal goblets and a bottle of wine. With a primal roar of rage, Kallinor flung the tray and contents to the floor and took a step into the study.

“Ready yourselves,” Kiran whispered to her companions.

“Those letters are not for you!” he bellowed.

“Stand down, Sir!”

“I will not allow you to spread its evil outside this house,” Kallinor drew his longsword and held it parallel to the staff.

“Please,” Kiran put her hand on her sword hilt. “There is no need for you to die here.”

“Death is nothing next to the fate I chose!” Kallinor’s voice rose to thunder.

The old man drew himself up to his full height, seeming to tower

over them for moment. Inky blackness clouded his eyes, until they were a demonic coal black. His skin took on a reddish hue and began to smolder. The trio stood mouth agape at the sight. Kiran drew her blade.

“I go willingly, to end it for all time,” the cursed knight declared in a booming baritone, “You shall not take that from me...!”

Kallinor sprung forward and swung.

Even with sword drawn, Kiran barely had time to block. The impact shook her arm to the shoulder. He was stronger than he looked, and much, much faster. Kiran heard Mallor and Lyra draw their weapons, and saw the staff's gem glowing, likely imparting magical strength to the elder knight.

The training and instincts of battle took over. Swing, dodge, move. Without saying a word, all three knights moved into position around their opponent. Three against one would normally be quick enough work. But this was no ordinary knight. Kallinor moved with skill and purpose. The four combatants swung, parried, and moved in a dizzying dance. With sword in one hand and staff in the other, Kallinor was a whirling cyclone, a true threat.

On instinct, Kiran kicked the door open and began backing towards the great hall, where their numbers would prove more effective. Kallinor followed, with the two lieutenants pursuing him. All four continued exchanging sword blows as they moved up the corridor. Kiran kept engaged with her opponent closely, looking to allow one of her lieutenants to land a blow from behind. But the staff moved with unnatural speed to parry every attack while Kallinor relentlessly drove the young captain backward.

They emerged into the great hall. Kiran instantly cast her eyes about the room, looking for a tactical advantage. But something was wrong. It took her mind a moment to grasp what her field of vision was showing her. It was the tapestries, all around them.

To her horror, she realized that every soldier and demon depicted in every single tapestry had lowered their weapons and were now facing *them*. Their soulless eyes followed the knights from faded threads as if watching their fight move by move, waiting on the result.

Kiran returned her attention to Kallinor just in time to block another sword strike. She braced her foot against Kallinor's chest plate and kicked him back, then swung her own sword high overhead and brought it down with all her strength. Kallinor blocked again with the staff, and steel rang out as it struck wood. Any normal wooden staff would have snapped like a dry branch under the powerful stroke, but this bore not a scratch.

Pivoting to his left flank, Kallinor unexpectedly swung low beneath Lyra's sword, and then thrust between two plates of her armor. His blade bit deep into her midsection. Lyra crumbled to the floor, clutching her stomach as dark blood spurted between her fingers. Kiran moved to step protectively over her fallen comrade, but Kallinor had already shifted toward Mallor.

The two of them exchanged a fierce series of strikes. Kallinor burst forward with surprising speed, driving Mallor back several steps and then sweeping his sword aside with the staff. That was the elder knight's opening. He swung his sword down and cleaved through armor plating, slicing away sinews of his opponent's shoulder until the blade finally stopped, buried to the bone. Mallor collapsed to one knee, shocked eyes blinking back fathoms of pain.

But then Mallor looked up to his elder and closed a bare hand upon the blade, clutching the sword that was buried in his shoulder, preventing Kallinor from pulling it free.

"Captain!" Mallor shouted.

Kiran lunged forward at Kallinor to take advantage of the moment's distraction. She launched herself, all or nothing, at the unarmored gap beneath his raised arm.

The gamble paid off. Her sword plunged deep and upward. Kallinor cried out as he staggered back. Kiran yanked her sword free and watched as Kallinor stumbled and fell, mortally struck. The staff clattered to the ground in front of her.

Fighting through exhaustion, Kiran assessed the situation. The other three were on the ground and all gravely wounded. Lyra was face down, unmoving. Mallor slumped slowly to the floor, blood gushing

from the wreckage of what remained from his shoulder.

“Kiran...” Mallor struggled through clenched teeth, concentration wavering. “The staff can heal. Use it to, to...” His eyes rolled back into his head and he fell silent.

Kallinor, an expanding pool of blood around him, began crawling across the floor toward the staff, and the young captain standing over it. His outstretched fingers stopped inches from the staff and fell, trembling helplessly.

Kiran looked down at the staff at her feet. The single gemstone in its headpiece flickered and winked at her. She bent down and picked it up. The glow from the gem instantly overtook the chamber, bathing everything in an eerie, purple light. The captain could feel its energy surging through her body. And she could sense the energy of those surrounding her, failing by the second.

At that moment, she knew all the power in this world was hers to use. To save her friends, her city, and who knew how many others. She had only to reach out. But of this she was certain: she had to do it now.

Kallinor roused himself and strained to look upward, craning his neck to meet her gaze with black but beseeching eyes.

“Please,” he gurgled against the blood rising in his throat. “Once you use its power, there’s no going back. Let me... be the last....”

The old man’s eyes closed for the final time. His words echoed in Kiran’s mind as she finally understood that his eternal suffering, the fate he chose to spare others, was only just beginning.

The soldiers and demons on the tapestries now turned to Kiran, their vacant stares burning centuries of fervor and faith and hate at her through the fabric. The image of a Young Kallinor shifted into clarity as well, its eyes newly alit, pleading across the room from a far distance.

Now missing from the image, unseen in any tapestry, was the Imminent Light. Which made sense, Kiran thought. The object of her mission was no longer the stuff of legends. It was right there, gripped

tightly in her hands.

And there she stood, poised at the threshold, poised in readiness.
Lightning flashed in the distance, announcing the coming storm.
Only the anxious silence of fading heartbeats remained, waiting for
the peal of thunder, waiting on her next move.

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The Best of the Dungeon Masters Guild

Play games, heal kids! DMs Guild Adept Shawn Merwin checks out charitable options.

Shawn Merwin



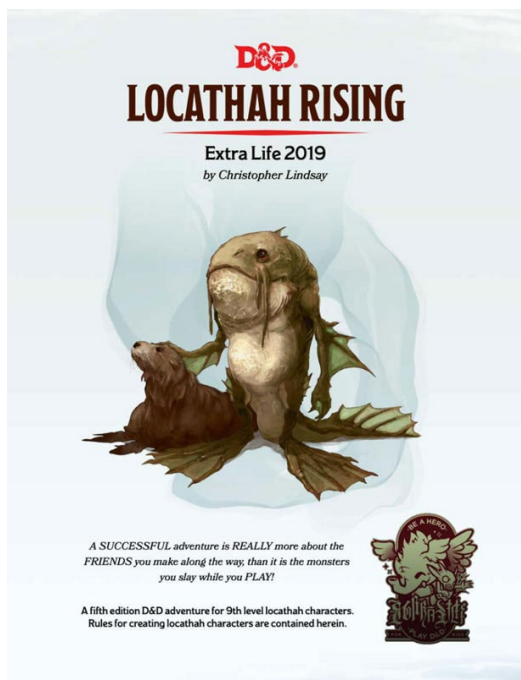
The gaming charity **Extra Life** benefits hospitals in the Children's Miracle Network and has raised more than \$50 million since its inception in 2008. Last year, Dungeons & Dragons participated in its sixth consecutive year with Extra Life, and with huge appreciation to our entire community we raised over \$200k.

It's therefore no surprise to find that generous DMs Guild creators are stepping up to provide great content, and in this issue we'll look at downloads that support Extra Life. And if you're interested in

taking part in Extra Life 2019 as part of the Dungeons & Dragons team, we encourage you to sign up! Just click the “Join Our Team” button at the top of [this linked page](#)!

THE JOY OF GIVING (AND SLAYING MONSTERS AND GETTING TREASURE)

What wonderful content awaits you on the DM’s Guild that also provides much-needed assistance to hospitals and the children who are healed there? Your adventure begins here....



Locathah Rising, by Chris Lindsay
Price: \$9.99 (PDF)

If you thought the cults ravaged the surface world with their murderous plots back in the *Elemental Evil* storyline, you should see what’s happening in the Sea of Fallen Stars!

Locathah Rising tells the story of a species of peaceful fish-folk who inhabit the deep waters of the Realms. While the forces of good defeated the elemental threats on the surface, the water-worshipping cultists were able to spread their

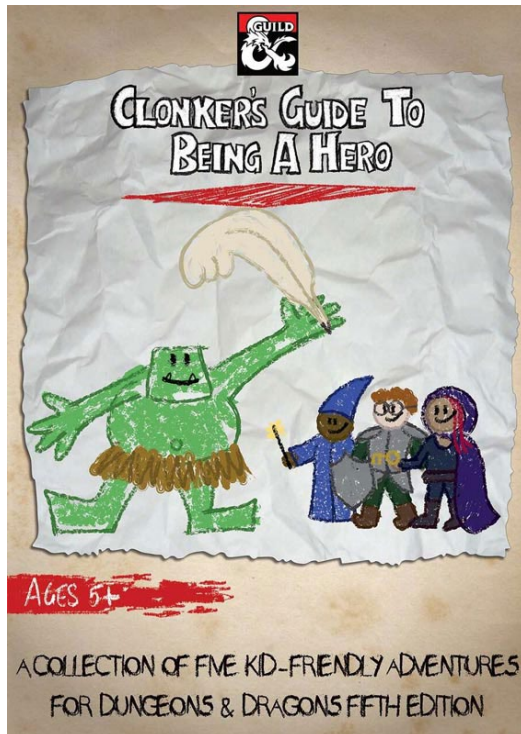
chaos into the deep. The locathah are the only ones who recognize the current danger, leaving a group of unlikely heroes to investigate and end the underwater threat.

This 39-page adventure for 9th-level characters is the perfect chance for experienced players to try their hands at a new type of submerged play, and includes pre-generated characters from the locathah settlement. A DM could also adjust this adventure for any group, assuming the characters have a way to breath underwater.

The storytelling is complex, making the interactions with the NPCs and monsters just as important as the combat. Dyson Logos’s map of

the adventure area is also inspired and the character sketches are cute, making this a seriously fun use of your time.

MORE INFO



Clonker's Guide to Being a Hero,
by Anne Gregersen, Jean Headley,
Emily Smith, Jeff C. Stevens, and
Christopher Walz

Price: \$14.95 (PDF)

What better way to support children than to run a game for children? *Clonker's Guide to Being a Hero* collects five adventures from five prolific and imaginative DMs Guild designers, all suitable for younger players, into a single package.

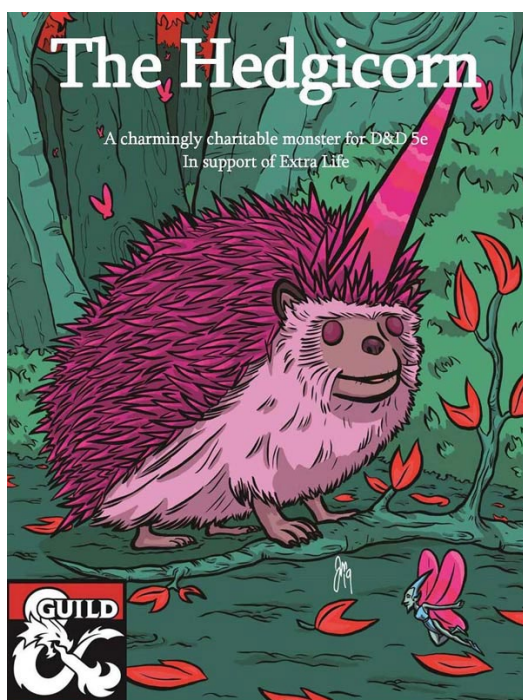
The adventures are preceded by a wonderful essay entitled *Kids at the Table*, which makes *Clonker's*

Guide to Being a Hero a worthwhile purchase by itself. The essay breaks down the concept of D&D as a roleplaying game, and explains why such activities are great for children, adults and families. It then gives cogent advice on how to run sessions for children, including creating characters, keeping them engaged, and setting boundaries.

The adventures themselves are both clever and fun, and some even teach important lessons. Whether it's helping a gold dragon come to terms with not having a breath weapon, aiding a gnome to save her science fair entry, or reuniting an owlbear cub with its mother, these quests are as important as saving the world from ravaging demons.

The 64-page collection can be adapted for kids of all ages, and the low-level missions are perfect for a night or two of play for each adventure. The artwork and layout should speak to children as well, and will hopefully prompt them to create their own art.

MORE INFO



The Hedgicorn, by Brent Jans; art by Jeff Martin

Price: \$1.99 (PDF)

The world needs hedgehogs. The world needs unicorns. Your D&D world, therefore, needs the fantastical hedgicorn. These one-horned creatures keep the peace in the fey world, often acting as protectors of pixies, dryads, and other wee folk. When they can't keep the peace using wisdom and diplomacy, they call upon their fey magic and are even more powerful when they gather in packs of three or more (called a “prickle of

hedgicorns” of course).

All proceeds from this product support Extra Life and that's how the hedgicorn would want it. The five-page product includes the hedgicorn's stat block and a description of how it fits into the fey world.

MORE INFO

Minsc & Boo's Guide to Stuff and Things, by Alan Patrick with the AL Admins

Price: \$1.99 (PDF)

As the title suggests, this 37-page product tips towards the satirical side having been initially conceived as an April Fool's Day offering. With subclasses such as the Cleric's Flumph Domain, the Warlock Patron Fugeiri of Flavortown, and the Paladin's Oath of Apathy (among many



others), some are more playable than others.

The second element in this product is a completely playable—if silly—adventure called *Undermountain: The Musical*. You can use the previously mentioned subclasses to fully embrace the comical nature of the adventure. And if you participate in the D&D Adventurers League you can also earn a real certificate to use in a campaign there.

[MORE INFO](#)

CREATOR Q&A

A trip to Gen Con more than twenty years ago first introduced Greg Marks to Dungeons & Dragons and he now works as an Adventurers League Content Manager and RPG freelancer. *Dragon+* is particularly delighted to welcome back a writer who once accidentally created a third of an issue of *Dragon* magazine.

What's your experience with D&D?

I've played and DMed for more than two decades. My first professional interactions with D&D started by gaming with one of the groups that was playtesting the AD&D first edition *Unearthed*



Greg Marks

Arcana. I've contributed to every edition since and have been in charge of official Organized Play campaigns since third edition. Currently I'm one of two Content Managers for the D&D

Adventurers League and I've lost track of the number of products I've contributed to. Books often come out a long time after my contributions were made, and I'm sometimes pleasantly surprised to see my name on something I'd forgotten I'd worked on.

When did you start playing?

My first real experience with D&D was at Gen Con one of the last years it was at UW-Parkside in Kenosha, WI. My parents had recently divorced and my dad had me for the weekend. Some friends of his were interested in Civil War wargaming and he was curious, so he brought me along. I was about six and he thought I might like some games there.

At one point I was playing with a G.I. Joe figure and a Hot Wheels car in a hallway and was co-opted into a game as an "alternate" by a college student. I didn't know what that was but I nodded confidently, and even though the organizer seemed sceptical he told us a table number and we went there.

The college student who recruited me asked me if I knew who Conan was and I'd recently seen the Schwarzenegger movie, so of course I said I knew all about him. He said, "Great, you are the fighter, act like Conan would. Roll this when I tell you." His friends also seemed sceptical—I think they might have noticed that I was a little kid. Regardless, I kicked down every door, charged every orc, and demanded extra shares of gold; just like Conan. I was hooked.

I later came to understand we were playing round two of the D&D Open. The group was missing a player to complete their team so they grabbed me. Despite my best efforts to be Conan—and for a 6-year-old kid I think I was pretty good—we didn't advance to the next round. Shortly thereafter, my dad dug a Red Box Starter Set out of the attic.

[Watch Greg on Dragon Talk](#)

What game design projects have you worked on and do you have a favorite?

I've written books and Organized Play adventures for Wizards of the Coast, Schwalb Entertainment, Catalyst, Paradigm, Pinnacle, Chaosium, Fantasy Flight, Kobold Press, and so many more. I think I probably most enjoyed the books I wrote for the third edition of *Midnight* by Fantasy Flight, as I really liked the concept of that grim setting. I also think some of the best stories I've told have been as part of Organized Play, Living Greyhawk in particular. Out of everything I have ever done, the *Brother Against Brother* elven series in the Living Greyhawk campaign was probably my favorite project.

I once accidentally wrote one third of an issue of *Dragon* magazine back in the third edition days. I was writing a lot of stuff for *Dragon* and *Dungeon* at the time and I didn't realize the projects I was working on for different editors were all for the same issue. I remember my friend Erik Mona, in charge of the magazines at the time, telling me after that we were going to have to be careful not to have that happen again! I wasn't supposed to have my name appear more than twice an issue.

Most recently, *Minsc and Boo's Guide to Stuff and Things* for fifth edition was one to be proud of. Both because we won an ENnie for it, but also because it's one of the several projects that I have worked on where 100 percent of the proceeds go to charity. In this case, Extra Life.

What has Organized Play for D&D meant to you over the years? Organized Play was the vehicle by which I met many people: friends, colleagues, professional contacts. Without a doubt, the friendships I've made are why I keep playing. I have met so many people through gaming—both D&D and other games—and I can't imagine

what it would be like without all those people and those new friends I continue to meet. It is definitely a great creative outlet, but the social aspect is what does it for me. Friends, old and new, sitting around the table telling great stories. There couldn't be anything better.

How does the Adventurers League support Extra Life?

We do a *lot*! We support adventures such as *Minsc and Boo* or the *Lost Laboratory of Kwalish*, available through the DMs Guild and whose profits go to Extra Life. All the admins have their Extra Life pages where those interested in donating can get some Adventurers League goodies for their characters and help us help sick kids in the process. My page can be found [here](#). We also have charity auctions like the silent auction we held at Dan's Con of the Vale in Milwaukee and Mirt's Extra Life Cosplay Charity Auction, which will be held at Gamehole Con in Madison on October 31, 2019.

How much money has AL and its players raised over the years?

As for how much, it's hard to say because not all the donations flow directly through us. I know that last year I was just short of raising \$25,000 through my personal page, and I've already passed that this year! The D&D team as a whole is already over \$150,000. That money makes a huge difference to the Children's Miracle Network, which provides a lot of care to children that otherwise wouldn't be able to receive it. They're also leaders in medical science research and work to improve care for kids. I earned my PhD from the Medical College of Wisconsin, and for a time I worked in the Midwest Athletes Against Childhood Cancer Fund building next to the Children's Hospital of Wisconsin, so I have seen firsthand how important these donations are. Please consider helping out if you are able.

What else is in the offing for you, D&D, and the Adventurers League?

I'll be helping run the charity auction at Gamehole Con. The DDAL admins are releasing a new book, *Pipypap's Guide to All of the Nine Hells*, that should be out soon if it isn't already when this interview is published. Shortly after we should be putting out another called *Infernal Encounters*. And yes, both will be AL-legal. See you around the table!

You can visit the DMs Guild to see [more content from Greg Marks](#) and connect with him on [Twitter](#).

Download the free adventure Atop the Fairheights

Shawn Merwin has kindly agreed to share an adventure he wrote for the D&D Adventurers League with *Dragon*+ readers, donating the usual fee to the D&D team's Extra Life total for 2019. We would also like to thank Baldman Games for permission to share this adventure. It is available to download for free during the life of this issue on the link below.

Atop the Fairheights (CCC-BMG MOON 3-1) is a four-hour adventure for 5th to 10th-level characters. It is the first adventure in the Fairheight trilogy and is followed by Ted Atkinson's *Within the Tunnels of Dwarvenholm* (CCC-BMG MOON 3-2). Just as it looked like the combined forces of Clan Rookoath and Clan Rustfire might drive a long-time threat from their ancestral homes, the dwarven forces suffer a terrible defeat. The proud dwarves reach out for assistance. But is it too late, or can a group of heroes turn the tide?

[DOWNLOAD THE FREE PDF](#)

AND EVEN MORE EXTRA LIFE CONTENT!

Several other DMs Guild offerings support Extra Life:

A Happy Gnome by Monica Valentinelli: Created for an Extra Life streaming event at Gamehole Con 2018, this pre-generated character (4th-level rogue, 1st-level bard) includes a new bardic school: the School of Hard Knocks.

An Ogre and His Cake by Christopher Walz and Emmet Byrne: This adventure is suitable for kids and includes specially made character sheets to help teach the game, tips for gaming with children, and wonderful artwork and cartography.

Clockwork Combat Championship: A Glittergold Donation

Celebration by Drew Dawes: A mirthful celebration held by rock gnomes sounds like a perfect way to pass the time, including the Clockwork Combat Championships. What could possibly go wrong when D&D meets battle bots?

AND EVEN MORE EXTRA LIFE CONTENT!

Also look for the follow-up to *Lost Laboratory of Kwalish*, coming soon to the DMs Guild (on or around November 2, 2019). *Infernal Machine Rebuild* is for characters 5th-10th level and can be run as a standalone or connected to last year's adventure:

A fallen clock tower holds components from an ancient artifact. Upon discovery of the components, competing agents look to launch an expedition to uncover additional components scattered across distant places—and times. The now-lost Temple of Moloch and the construction site of the legendary Tomb of Horrors are two of those locations. However great the risks, finding the components demands the effort, for whoever does so can reassemble the fabled Infernal Machine of Lum the Mad!

Infernal Machine Rebuild explores multiple dungeon locations (operated by two aspiring liches from game lore), and features new art, maps (from Claudio Pozas), and even a cartoon (from Jason Thompson)! Best of all, all monies that Wizards of the Coast receives from sales of this PDF are donated to Extra Life. Your purchase of this adventure goes to a truly great cause!

Game designer and editor Shawn Merwin's professional work on Dungeons & Dragons has ranged from third to fifth edition, showing up in sourcebooks, adventures, articles, and Organized Play administration. His most recent works include writing and design credits on *Acquisitions Incorporated* and *Baldur's Gate: Descent into Avernus*.

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RIISING SHADOWWS

atop the fairheights



D&D
**ADVENTURERS
LEAGUE**

CCC-BMG-moon3-1

shawn merwin



ATOP THE FAIRHEIGHTS



Just as it looked like the combined forces of Clan Rookoath and Clan Rustfire might drive a long-time threat from their ancestral homes, the dwarven forces suffer a terrible defeat. The proud and slightly xenophobic dwarves reach out for assistance. But is it too late, or can a group of heroes turn the tide? The first adventure in the Fairheight trilogy.

*A 4-Hour D&D Adventurers League Adventure for 5th–10th Level Characters,
brought to you by Baldman Games*

By Shawn Merwin

Adventure Code: CCC-BMG-MOON3-1 | **Optimized For:** APL 8 | **Version:** 2.0

Producer: Baldman Games
Development and Editing: Eric Menge
Cartography: Krishna Simonse
Cover Illustration: Joe Therasakdhi [Shutterstock]
Design & Layout: Erik Nowak, Eric Menge
Organized Play: Chris Lindsay
D&D Adventurers League Wizards Team: Adam Lee,
Chris Lindsay, Mike Mearls, Matt Sernett
D&D Adventurers League Administrators: Alan Patrick, Amy Lynn
Dzura, Claire Hoffman, Greg Marks, Lysa Chen, Travis Woodall



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Introduction

Welcome to *Atop the Fairheights*, a Convention Created Content D&D Adventurers League™ adventure, part of the official D&D Adventurers League™ organized play system. This is the first adventure in *The Fairheight Trilogy*.

This adventure is designed for **three to seven 5th–10th level characters** and is optimized for **five characters with an average party level (APL) of 8**. Characters outside this level range cannot participate in this adventure.

Adjusting This Adventure

This adventure provides suggestions in making adjustments for smaller or larger groups, characters of higher or lower levels, and characters that are otherwise a bit more powerful than the adventure is optimized for. You're not bound to these adjustments; they're here for your convenience.

To figure out whether you should consider adjusting the adventure, add up the total levels of all the characters and divide the total by the number of characters (rounding .5 or greater up; .4 or less down). This is the group's APL. To approximate the **party strength** for the adventure, consult the following table.

Determining Party Strength

Party Composition	Party Strength
3-4 characters, APL less than	Very weak
3-4 characters, APL equivalent	Weak
3-4 characters, APL greater than	Average
5 characters, APL less than	Weak
5 characters, APL equivalent	Average
5 characters, APL greater than	Strong
6-7 characters, APL less than	Average
6-7 characters, APL equivalent	Strong
6-7 characters, APL greater than	Very strong

Some encounters may include a sidebar that offers suggestions for certain party strengths. If a particular recommendation is not offered or appropriate for your group, you don't have to make adjustments.

Before Play at the Table

Before you start play, consider the following:

- Read through the adventure, taking notes of anything you'd like to highlight or remind yourself of while running the adventure, such as a way you'd like to portray an NPC or a tactic you'd like to use in a combat. Familiarize yourself with the adventure's appendices and handouts.
- Gather any resources you'd like to use to aid you in running this adventure--such as notecards, a DM screen, miniatures, and battlemaps.
- Ask the players to provide you with relevant character information, such as name, race, class, and level; passive Wisdom (Perception), and anything specified as notable by the adventure (such as backgrounds, traits, flaws, etc.)

Playing the Dungeon Master

You have the most important role—facilitating the enjoyment of the game for the players. You provide the narrative and bring the words on these pages to life.

To facilitate this, keep in mind the following:

You're Empowered. Make decisions about how the group interacts with the adventure; adjusting or improvising is encouraged, so long as you maintain the adventure's spirit. This doesn't allow you to implement house rules or change those of the Adventurers League, however; they should be consistent in this regard.

Challenge Your Players. Gauge the experience level of your **players** (not the characters), try to feel out (or ask) what they like in a game, and attempt to deliver the experience they're after. Everyone should have the opportunity to shine.

Keep the Adventure Moving. When the game starts to get bogged down, feel free to provide hints and clues to your players so they can attempt to solve puzzles, engage in combat, and roleplay interactions without getting too frustrated over a lack of information. This gives players "little victories" for figuring out good choices from clues. Watch for stalling—play loses momentum when this happens. At the same time, make sure that the players don't finish too early; provide them with a full play experience.

Adventure Primer

Adventure Background

The Fairheight Range, in the northern reaches of the island of Alaron, is home to the hill dwarf Rookoath clan. They have lived there for centuries, mining the ore and crafting objects of iron and steel.

Clan Rustfire, a mountain dwarf clan, lived beneath the Moonshae isle of Gwynneth in the Cambro Mountains. The two clans' homes were connected through the Dwarvenholm Tunnels, and they enjoyed a cordial relationship, trading and sharing stories but otherwise keeping to themselves.

Recently, however, the two clans were forced to work together. Clan Rustfire fled their homes through the Dwarvenholm Tunnels to Alaron when the dark fey from Gwynneth attacked, driving them out.

Forces comprised of mountain orcs, trolls, and other evil humanoids then attacked the Rookoaths, seeking to eliminate the last of the dwarves from the Fairheights and establish their own domain.

The combined forces of the two dwarven clans succeeded in establishing footholds in the mountains at Highrock and Blackstone, and even began to push some of the enemies back toward the Dwarvenholm Tunnels.

These victories were short-lived, however. A shadow dragon called upon reserve troops from the Feydark, slaughtering the dwarves at Blackstone. Once Blackstone was lost, the evil creatures set their wicked sights on Highrock. The last stronghold of the dwarves is currently under siege.

Both clans are preparing to swallow their xenophobic pride and seek help from High King Derid and any adventurers they can find. But the dwarves of Alaron have had a chilly relationship with the rest of that island's population. The dwarves, slightly xenophobic at the best of times, refused to bend their knees to High Queen Alicia Kendrick at the height of her power, and they currently have no intentions of bowing to High King Derid, any of the Northlander jarls, or any other force. While no open hostilities between the dwarves and humans have taken place, neither has either force actively worked together.

Now, however, the dwarves are in dire straits. Even the combined forces of the Rookoath and Rustfire clans are losing ground in the Fairheight Range. The two clan leaders seriously consider asking for help, although it might be too late—and High King Derid might not have the forces to spare even if asked for help, as his forces slowly succumb to the goblin armies led by the Great Gark.

Location and NPC Summary

The following NPCs and locations feature prominently in this adventure.

Brunhi Rookoath. Clan Rookoath is a matriarchal society, and Brunhi is the clan leader at the moment. When Clan Rustfire fled to Alaron, Brunhi and the Rookoaths welcomed them with open arms. Now that both clans are in trouble, she's being pressured by dwarves from both clans to merge them. She understands the need for mutual protection, but she's hesitant to give up her clan's traditions. Brunhi is tall for a hill dwarf, with light hair and shining green eyes. She's careful and calculating, speaking only when she has something important to say.

Narbert Rustfire. Clan Rustfire was almost destroyed when the dark fey of Gwynneth attacked, and only a daring escape through the Dwarvenholm Tunnels saved them. The Rustfires sought and received refuge from Clan Rookoath in the Fairheight Mountains, but trouble soon found both clans. Narbert believes that it only makes sense for the two clans to merge, and he cannot understand Brunhi Rookoath's reluctance to join the two clans together. Narbert has red hair and a redder beard, and deep wrinkles on his face from years of hard work, hard laughing, hard crying, and hard drinking.

Petra Rookoath. Brunhi's daughter, and the heir to the leadership of Clan Rookoath. She appears as a younger version of her mother, with similar features and mannerisms. She's not as taciturn as her mother, however. She speaks her mind without always fully thinking through the consequences.

Shale Rustfire. Narbert's son, and the heir to the leadership of the Clan Rustfire. He begins the adventures as a captive of the orc forces. Shale is considered very handsome and charming, with brown hair, a forceful personality, and a quick smile. When the adventurers find him, however, he's been severely beaten, covered with cuts and bruises.

Winnow Rustfire. Narbert's daughter, close friend of Petra Rookoath, and a potential leader of a new combined clan allying the Rookoaths and the Rustfires. A priest of Berronar Truesilver, dwarven deity of home and protection. She wears her long red hair in many braids, and she has an earnest but stoic demeanor toward strangers. With friends, she's more relaxed with a wicked sense of humor.

Adventure Overview

The adventure is broken down into three parts:

Introduction. The adventurers arrive in Highrock and hear about the plight of the Rookoath and Rustfire clans.

A Dwarven Negotiation (Part 1). The adventurers are brought to meet Brunhi Rookoath and Narbert Rustfire, and they get caught up in the disagreements between the two clan leaders.

The Deep Delve (Part 2). The adventurers are asked to sneak into the territory owned by the orcs and secure the freedom of Shale Rustfire. He is being held hostage, which is stopping the clans from beginning their assault on orcs. The adventurers must navigate a long-forgotten series of chambers and tunnels to infiltrate the orc territory and rescue Shale.

Saving Shale (Part 3). The adventurers arrive at the chamber where Shale is being held. They must deal with the magical restraints that threaten the young dwarf, while at the same time fighting off his captors.

Adventure Hooks

Friends of Winnow Rustfire. Adventurers who completed the first mission of CCC-BMG-MOON1-1 *Moonshae Treasure Hunt* might have a story award ***Friend of the Rustfire Clan***, earned for assisting Winnow Rustfire in her search for a spell component. Adventurers with that story award are contacted directly by Winnow to come and assist her clan.

Generic Story Hook. The adventurers hear the leaders of the Rustfire and Rookoath clans are looking for adventurers to assist them in their fight against the orc forces that have pushed them to the far end of the Fairheight Range. The leaders are currently in their temporary homes high atop the Fairheights.



Introduction. Meeting Winnow

Estimated Duration: 15 minutes

When the players are ready, read:

The town of Highrock rests in a valley between the hills and mountains on the eastern edge Fairheight Range. Built on trade and mining revenue, the place boasts a decent number of shops, business, inns, and taverns.

What brought you here, however, is the news that the dwarven clans of Rookoath and Rustfire were in trouble. As they generally keep to themselves, the call from the dwarves for assistance surprised many. But the clans have a reputation for honorably upholding their contracts.

Your investigations brought you to a tavern called the Dry Whetstone. A mountain dwarf dressed in leather armor over vestment robes awaits you. Her red hair is tied in many braids and wrapped tightly around her head. A battleaxe rests on the bench beside her. Mugs of ale await.

Give the players a chance to introduce their characters and roleplay for as long as you wish to allow. Characters that have played CCC-BMG-MOON1-1 *Moonshae Treasure Hunt* and have the story award **Friend of the Rustfire Clan** are greeted warmly and fondly by Winnow.

When introductions are complete, Winnow relays the dwarves' plight. Use the following bullet points to guide further conversation:

- The dwarf is Winnow Rustfire, daughter of clan leader Narbert Rustfire. She's also a priest of Berronar Truesilver, dwarven goddess of home and protection.
- Her mountain dwarf clan is originally from the Cambro Mountains on the island of Gwynneth, but they were forced out by monsters there. They used the Dwarvenholm Tunnels to escape to the Fairheight Range of Alaron, where they joined forces with the hill dwarf Rookoath clan.
- Monsters in the Fairheights further tormented the dwarves, isolating them here, near Highrock.
- The dwarves are preparing to try to reclaim the Fairheight Range from the orc tribes that took them, and then push back through the tunnels to retake their home on Gwynneth.

- Her father Narbert Rustfire and the Rookoath clan leader, Brunhi Rookoath, have differences of opinion on just about everything. Even this meeting with the adventurers is opposed by her father.
- She recently performed a ritual to consult her deity. She believes this is the opportune time for the dwarves to push back against their enemies and try to reclaim their lost territory. Not even her father is willing to defy a god's word.
- Unfortunately, her brother Shale was captured while performing a scouting mission before the planned attack. Now plans are on hold until he can be rescued. The orcs hold him as a deterrent to an attack.
- Winnow believes that if a strike force could infiltrate enemy territory and rescue him, it would both distract the orcs and remove their leverage. She hopes the adventurers are just those people.
- She promises a monetary award for finishing the mission. Plus, they would have the eternal gratitude of the Rookoath and Rustfire clans.

If the adventurers are willing to take on the mission for Winnow and her people, she asks them to accompany her to meet the clan leaders for further discussion. Continue to **Part 1: A Dwarven Negotiation**.

Part 1. A Dwarven Negotiation

Estimated Duration: 30 minutes

The adventurers meet Brunhi Rookoath and Narbert Rustfire, getting caught in the disagreements between the two clan leaders. They have the opportunity to hear further information and add their thoughts on how the clans should proceed. For a map of the northern Moonshaes and the location of Highrock, see **Appendix 3A**.

Winnow Rustfire leads you out of the valley town of Highrock, up a steep stone path into the Fairheight Range, until you are near the very top. A stone door flanked by two guards, one hill dwarf and one mountain dwarf, leads into the mountain.

Winnow navigates winding passages, past mining areas and forges and other chambers central to dwarven life here. You finally arrive at a door with four more guards. Even through the thick stone door you can hear the angry grumbling of dwarven voices.

Winnow sighs as she opens the door. “And this is a good day.”

Adventurers who speak Dwarven catch fragments of the argument, which seems to be about the best way to keep morale up among the dwarves. They hear words like “combine clans,” “marriage,” and “unification.”

Meeting the Leaders

Winnow quickly introduces the adventurers to Brunhi Rookoath, matriarch of the Rookoath clan, and Narbert Rustfire, Winnow’s father and the patriarch of the Rustfire clan.

Both leaders are gruff but polite, in a way only dwarves can be polite. They knew that Winnow was going to seek outside help to the dilemma they face, but they didn’t expect it so soon. After introductions, Winnow gets down to business.

“As you know, I recently cast divinations, beseeching my patron Berronar Truesilver to provide direction for our plight. Many of the divinations, not surprisingly, were cryptic and hazy. Recent events, however, lead me to believe I’ve seen a path forward.”

She gives her father a worried look, then continues. “My brother Shale is heir to the clan leadership, as well as the tactical leader of our clans’ military forces. While leading a scouting party near enemy territory not long ago in preparation for our

attack, he was captured. This has delayed our plans to push the orc forces back.”

Narbert interrupts his daughter. “And despite my wishes, we wait still. Shale is a warrior. He knows the risks, and each day he lives in captivity as a hostage is another day of shame upon him.”

Winnow smiles grimly and continues. “My divinations now make sense to me. The time is right to attack, but Shale is too important to lose. The orcs hold him, using him as leverage. But these heroes—” she waves her arm in your direction—“are destined to save him and ensure our victory in the entire war, not just this one battle.”

Let the adventurers get in on the conversation once this scene plays out. Use the bulleted information below to guide that conversation:

- Winnow’s divinations say, if she’s interpreting them correctly, that the orcs are at their weakest right now, so an attack would likely succeed.
- However, Shale’s capture is a huge impediment. Shale would gladly die for the cause, but her divinations say he has an important role to play in the upcoming war to drive the orcs back, then reclaiming the Tunnels of Dwarvenholm, which would allow the Rustfire Clan to reclaim their homes beneath the Cambro Mountains on Gwynneth.
- She believes, according to the divinations, Shale is being held deep beneath the surface, far from the line between orc- and dwarf-held territories. Getting to him would be difficult. However...
- There are secret passages and chambers that lead down to very near where he’s held. The orcs know nothing about them, and even the dwarves have all but forgotten them.
- These secret chambers are cursed, off limits to dwarves. Adventurers from outside the clans, however, would have a chance to shake off the curse and survive them, putting them very near Shale’s current location.
- If they could navigate through these secret ways, survive the dangers, and secure Shale’s safety, the attack could then take place.
- Through all of this discussion, Brunhi looks intrigued and nods, while Narbert scowls and grunts in disapproval. When all is said and done, if the adventurers agree to take on the mission, both clan leaders agree to it.
- When the adventurers reach Shale and his safety is secured, they’re to use a sending stone to let Winnow know. At that moment, the strike against the orcs would commence.

If the adventurers ask for more information on the secret passages and chambers, Brunhi and Winnow take turns providing what limited information they have.

- Centuries ago, these chambers were closed when many dwarves mysteriously died there. Anyone sent in to investigate also died. Finally, the chambers were sealed off and abandoned, mostly forgotten. Even Brunhi has only heard vague legends of them.
- Winnow's divinations mentioned these chambers, and of various challenges those who travel them must face. Dwarves are in particular danger there.

Not even the eldest dwarves know the true story. The sidebar below provides details.

The Secret of the Lost Dwarven Chambers

The Rookoath clan has a dark secret in its past. While most of the families were hard-working, honest miners and tradesfolk, a few lost their way. They became obsessed with wealth, doing anything and telling any lies to gain wealth, precious metals, gems, and coin. Their corruption was kept hidden from other dwarven families, but Moradin sees all.

In their all-consuming need for more and more wealth, they finally turned to the worship of Abbathor, the dwarven deity of greed. They carefully manipulated their clan so the evil families took possession of an area within the mountain where they could control and practice their terrible faith secretly.

No other dwarves learned of this, but Moradin knew. He called down all sorts of terrible death and curses on the area where the Abbathor-worshippers lived and lied. After the offending dwarves were dead, the rest of the clan saw only the results. They sealed off the series of passages and chambers at both ends, letting the area be lost to history. Until now!



Part 2. The Deep Delve

Estimated Duration: 120 minutes

The adventurers infiltrate the orc territory using secret passages. The lost chambers and passages are more dangerous than anyone realized.

General Features

The dusty, cobwebbed corridors are spooky and dank.

Terrain. The stone corridors are dust covered and strewn with rubble.

Light. Unless otherwise noted, all areas are dark.

Smells and Sounds. The dust is dank and choking. Throughout the lost tunnels, a moaning or whistling sound indicates air flow, but no visual evidence of such is present.

Note. The secret area is large, with many chambers and passages, including some that lead to dead ends. The passages slope down sharply, as the adventurers go deeper beneath the mountains into orc territory.

Navigating the secret areas between the dwarf-held territory and the orcs' area takes time and energy, but the important areas are noted in part 2. Assume there's much exploration and travel between these encounters.

Rests. The uneasy and angry dwarven spirits roaming this area do not allow creatures to take a long rest. One short rest is allowed, but after that the spirits haunt and menace too much, distracting the adventurers if they try to rest.

Timing. If the adventurers find a way to take extra rests (e.g. *rope trick*), the fight in Part 3 is more difficult, as described there.

A. Spiders Galore!

The first major encounter the adventurers face occurs in a hall of ancestors, where the statues of great dwarves of the Rookoath's past line the walls. See the map in **Appendix 3B**.

The passage widens into a long hall, 40-feet wide. Alternating to the right and left are large statues representing dwarves in various poses. Some are clad in armor and hold weapons; others wield tools for mining or smithing. All bear a holy symbol of the dwarven god Moradin. Like the rest of this secret area, the cobwebs are thick, and the ceiling here rises more than the normal 10 feet of the other tunnels you've traveled so far.

When the adventurers reach the central portion of the hallway, five **phase spiders** appear throughout the chamber, some in front and some behind the adventurers. Descending into the center of the party is a **crypt spider** (use **hulking crab** stat block with adjustments below).

Since the phase spiders simply appear out of nowhere, the adventurers cannot spot them ahead of time. However, a successful DC 12 Wisdom (Perception) check avoids surprise when the crypt spider drops amid the party.

Crypt Spider Adjustments

To represent the crypt spider, start with the hulking crab stat block and make the following adjustments.

Remove the *Amphibious* trait.

In Speed, replace swim with climb.

Add *Spider Climb* trait: The spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Add *Web Walker* trait: The spider ignores movement restrictions caused by webbing.

Replace *Claw* with the Bite attack below:

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 20 (3d10 + 4) bludgeoning damage, and the target is grappled (escape DC 15). If a target of the bite is grappled by the spider, the bite automatically hits.

Animated Statues. On initiative count 20 each round after the first, one random statue animates. It makes an attack against all creatures (spiders and adventurers both) within 10 feet of it. All creatures must make a DC 15 Dexterity saving throw. On failed saving throw, a creature in range takes 11 (2d10) bludgeoning damage as the arms of the statue sweep around, clubbing anyone or anything in the way.

Treasure. Hidden within a secret compartment in the base of one of the statues is a belt of dwarvenkind. A DC 12 Intelligence (Investigation) check is needed to find the latch and hinges on the secret panel that gives access to the treasure. If a dwarf opens the panel, they take 22 (4d10) psychic damage from a force that protects this area from greedy dwarven looters.

Adjusting this Encounter

Here are some suggestions for adjusting this encounter, according to your group. These aren't cumulative.

Very Weak: Remove two **phase spiders**.

Weak: Remove one **phase spider**.

Strong: Add one **phase spider**.

Very Strong: Add two **phase spiders**. Dwarves take 33 (6d10) psychic damage from the treasure trap.

B. Moradin's Hunters

When the adventurers enter this area, read:

The passage opens into a large chamber. An inch-deep layer of dust covers the floor. The upper areas of the chamber are filled with webs, making it impossible to tell how high the ceiling is.

The chamber contains large blocks of granite: four 10-foot square and two 15-foot square. They are covered in runes that do not spell any recognizable words in any language. Hinges on the north side of these blocks show that there are doors set within them.

The walls and floors of two large recesses on the east and west walls also contain runes similar to the ones on the granite cubes.

See the map in **Appendix 3C**.

The Cubes. The stone cubes are on rollers, which is discernible with a successful DC 10 Intelligence (Investigation) or Wisdom (Perception) check, or if a creature pushes or is pushed into them.

The runes on the cubes are definitely Dwarven. A DC 10 Intelligence (Religion) check reveals that the smaller boxes' runes are dedications to the dwarven god of greed Abbathor, while the larger boxes' runes are dedications to Moradin. Worshipers of dwarven deities automatically succeed on this check.

The smaller cubes contain dwarven skeletons in tattered robes. Inside the larger cubes is treasure (see below).

Monsters. Two creatures, servants sent by Moradin to destroy the followers of Abbathor, guard this chamber. They don't appear until the cubes are touched, moved, or entered.

The two **Moradin's hunters** (use **young copper dragon** stat block with suggested adjustments below) attack anything in the chamber. They only stop attacking when they are destroyed or when the cubes are pushed into the correct recesses (see below).

Moradin's Hunters Adjustments

To represent Moradin's hunters, start with the **young copper dragon** stat block and make the following adjustments.

In Languages, replace Draconic with Dwarven.

Description: Moradin's hunters are long flying snakes with metallic skin. Their skin is covered in the same runes as the ones on the larger cubes.

Sorting Cubes. The cubes can be pushed at half speed with a DC 10 Strength (Athletics) check as part of a move. Creatures using the Dash action can move at half speed as well while pushing a cube.

When the large cubes are moved fully into the western recess, and the smaller cubes moved fully into the eastern recess, Moradin's hunters disappear.

A creature that starts its turn inside one of the smaller cubes while Moradin's hunters are alive takes 14 (4d6) psychic damage.

Treasure. One of the larger cubes contains four *potions of greater healing*, while the other contains a golden holy symbol of Moradin.

Adjusting this Encounter

Here are some suggestions for adjusting this encounter, according to your group. These aren't cumulative.

Very Weak: Remove one **dragon**, and increase the other's hit points to 150.

Weak or Strong: No change.

Very Strong: Add one **dragon**.

C. Haunted Crypts

When the adventurers enter this area, read:

The chamber contains several six-foot-square crypts, their doors carved with the likenesses of a dwarf, each decked out in fancy clothing and an inordinate amount of jewelry. One larger crypt in the center of the chamber is intricately carved to look like a treasure chest teeming with gold, silver, gems, jewelry, and other riches.

This was the burial chamber of the worshippers of Abbathor. When Moradin purged the area, the crypts here became desecrated and the spirits within uneasy. See the map in **Appendix 3D**.

Three of the interred spirits became **revenants**, vowing to destroy any living creature entering the chamber who aren't worshippers of Abbathor.

The revenants inhabit the decaying bodies of dwarves interred in the crypts. They emerge from random crypts as the adventurers enter the room.

The Central Crypt. The larger central crypt has been reinfused with the magic of Abbathor over the centuries, giving the revenants their power. A living creature that enters or starts its turn within 10 feet of the central crypt must make a successful DC 14 Charisma saving throw or be blinded by crippling greed for 1 minute. Blinded creatures can use an action on their turn to attempt a DC 14 Charisma saving throw to remove the blinded condition.

The door to the central crypt is locked. It can be opened with a successful DC 15 Dexterity (Thieves' Tools) check or broken open with a successful DC 20 Strength check.

Inside, the walls are studded with shining jewels, gems, and gold. A creature that starts its turn inside the central crypt takes 22 (4d10) radiant damage from the glow.

Using an action to make a DC 15 Intelligence (Religion) check can deconsecrate the crypt, removing Abbathor's influence. When this happens, the revenants take 22 (4d10) radiant damage at the start of each of their turns until they are dead.

Treasure. A large amount of wealth can be pulled from the walls once the crypt has been deconsecrated. The party receives this wealth as treasure points.

Adjusting this Encounter

Here are some suggestions for adjusting this encounter, according to your group. These are not cumulative.

Very Weak: Remove one revenant. The DC of the Charisma save against the central crypt is 10.

Weak: Remove one revenant. The DC of the Charisma save against the central crypt is 12.

Strong: The DC of the Charisma save against the central crypt is 15.

Very Strong: Add one revenant. The DC of the Charisma save against the central crypt is 16.

d. The End of the Line

After the adventures navigate the corridors and chambers of the lost section, read:

You have reached yet another dead end, but you know that you must be close to the exit of these lost chambers. The wall here is different than the others: it was created more recently than the other ancient dwarven stonework. Carefully examination reveals tiny runes etched into the wall at the dead-end point.

This doorway was walled over when the dwarves sealed off the cursed area two centuries ago. They put a trap in place to ensure that nothing terrible got out.

A successful DC 5 Intelligence (Arcana) check reveals that the runes allow the door to be opened if they are touched while the incantation is spoken. While this is true, within the opening runes are trap runes, triggered when the others are read.

After the trap is triggered, the door can be opened with just a DC 5 Intelligence (Arcana) check. If for some reason no one can make that check, the door can be broken down through melee attacks.

Moradin Door Trap

Simple trap (Levels 5-10, deadly threat)

The door is etched with tiny magical runes. The runes appear at first glance to be triggers to activate the magical door. Hidden within the activation runes, however, is a magical trap.

Trigger. A character reads the runes to activate the magical doorway without first deactivating the trap.

Effect. If the trap is sprung, any creatures within the hallway must succeed on a DC 15 Strength saving throw or be pushed forcefully to the end of the hallway, taking 27 (5d10) bludgeoning damage. On a successful saving throw, the target takes half damage and is not hurled to the end of the hallway.

Those who fail the saving throw are shoved to the end of the hallway, where the ceiling opens and drops vats of acid on the characters. They take 28 (8d6) acid damage from the acid deluge.

Countermeasures. A successful DC 5 Intelligence (Arcana) check reveals that the runes on the doorway open it. However, a successful DC 15 Intelligence (Arcana) check is needed to notice the trapped runes interspersed with the others. Noticing the trapped runes allows a character to avoid reading those while opening the door.

A successful DC 15 Intelligence (Investigation) check notices the acid drop at the start of the hallway. The trigger is not evident (since it is contained in the runes on the door), but a successful DC 15 Dexterity (Thieves' Tools) check can disable the hinge that drops the acid, even if the trap is triggered, avoiding the acid damage.

Adjusting this Encounter

Here are some suggestions for adjusting this encounter, according to your group. These aren't cumulative.

Very Weak: Reduce the Arcana check DC to 10 to find the trap. Reduce the damage of the trap to 16 (3d10) bludgeoning and 21 (6d6) acid damage.

Weak: Reduce the Arcana check DC to 13 to find the trap. Reduce the damage of the trap to 22 (4d10) bludgeoning and 21 (6d6) acid damage.

Strong: Increase the Arcana check DC to 17 to find the trap. Increase the damage of the trap to 33 (6d10) bludgeoning and 35 (10d6) acid damage.

Very Strong: Increase the Arcana check DC to 20 to find the trap. Increase the damage of the trap to 44 (8d10) bludgeoning and 42 (12d6) acid damage.

Part 3. Saving Shale

Estimated Duration: 45 minutes

The adventurers arrive in the chamber where Shale is being held. They must deal with the magical restraints that threaten the young dwarf, while at the same time fighting off the captors.

Follow the Screams

Once through the magical doorway, the adventurers find themselves in a corridor that has no dust and is obviously much used.

Without any ability check needed, deep guttural shouts can be heard from to the south. The corridor ends in an open doorway.

Shale's Rescue

When the adventurers reach the doorway, read:

In the center of this chamber, a dwarf stands wrapped in four grey chains that glow with a dark light. The chains come out of the floor with no bolts visible. He writhes in pain while orcs stand around him, shouting in Orcish and very broken Dwarven. They berate him and ask him about the war plans of the dwarves.

One of the orcs, the tallest and most powerful, strikes the dwarf with the flat of his greatsword.

See the map in **Appendix 3E**. The dwarf, Shale Rustfire, is being questioned by a **tanarukk**, an orc-demon.

An **orc war chief** and four **orogs** look on.

Note: If the adventurers took more than one short rest, add two more **orogs** to the battle.

Adjusting this Encounter

Here are some suggestions for adjusting this encounter, according to your group. These aren't cumulative.

Very Weak: Remove two **orogs**.

Weak: Remove one **orog**.

Strong: Add one **orog**.

Very Strong: Add two **orogs**.

The Chains. The chains holding Shale are made of shadow. Once combat begins, the chains do damage to Shale equal to $\frac{1}{4}$ of his current hit points. If he reaches 0 hit points, he dies and his soul is lost to the plane of Shadow. Anyone making a successful DC 10 Intelligence (Arcana or Religion) or Wisdom (Medicine) check understands the chains' properties.

The chains cannot be broken physically. They act as a dimensional shackle preventing Shale from being teleported away or moved physically.

The following actions can help free Shale or keep him alive longer:

- Casting a healing spell that restores at least 6 points of damage allows Shale to survive one additional round.
- A successful DC 15 Intelligence (Arcana or Religion) or Dexterity (Thieves Tools or Sleight of Hand) check made as an action removes one of the four chains.
- Spells that remove magic or bonds can remove one chain per casting.

Treasure. When the tanarukk is killed, it disappears in a puff of noxious smoke. In his place is a jade statue of a tanarukk that the party can collect and will contribute to their treasure points.

Prisoners. If the adventurers question any prisoners, only the orc war chief and the tanarukk have any knowledge. They say that the orcs are moving west in the mountains to join forces with a new ally that will not only eliminate the dwarves once and for all but will take all of Alaron for their own. They don't provide details, because they don't know the details.

Win or Lose

If the adventurers defeat the orcs and save Shale, they can use the sending stone to tell Winnow. On their cue, the dwarves begin the assault on the orcs. The adventurers can hear far-off explosions, shouting, etc.

If there is still more than 45 minutes in your play time, you can have a group of 4 orogs led by an orc war chief come into the chamber to investigate what's happening with Shale.

Shale. If Shale died from the shadow chains, he's pulled into the plane of Shadow or the Shadowfell and lost.

If he was rescued, he thanks the adventurers for saving him. He wants join the battle, but his five levels of exhaustion make that impossible.

Conclusion

After about an hour, the adventurers are found by Winnow. She tells them that the orcs have been defeated, either killed or driven west. The dwarves have saved the day, and they're now working to consolidate their gains.

Now that the adventurers have cleared out the lost chambers, they can also be used by the dwarves, alleviating the crowded conditions of the clans.

A huge feast is planned to honor the adventurers and all the brave clan members who defeated the orc horde and broke the siege of Highrock.

Adventure Rewards

At the end of the session, the characters each receive rewards based upon their accomplishments. These rewards include advancement and treasure, and may include player rewards—magic item unlocks, story awards, or new downtime activities, as follows:

Advancement and Treasure Checkpoints

The characters receive four advancement checkpoints and four treasure checkpoints for completing the adventure.

Player Rewards

The characters earn the following player rewards for completing the adventure:

Magic Item Unlock

Characters completing the adventure unlock:

Periapt of Wound Closure. This necklace is comprised of a single piece of quartz crystal, held to the wearer's neck by a band made from the woven grey bread hairs of an ancient dwarven clan leader. Attuning to it makes the wearer very thirsty for ale.

While you wear this pendant, you stabilize whenever you are dying at the start of your turn. In addition, whenever you roll a Hit Die to regain hit points, double the number of hit points it restores.

This item can be found in **Appendix 4**.

Consumable Magic Items

Consumable magic items should be divided up however the group sees fit. If more than one character is interested in a specific consumable magic item, the DM can determine who gets it randomly should the group be unable to decide.

Potion of Greater Healing. This item can be found in the *Dungeon Master's Guide*.

Story Awards

During the course of this adventure, the characters may earn the following story awards:

Savior of Shale Rustfire. You were able to save Shale Rustfire before he perished. He is now able to play a role in the coming war against the orcs and their allies. More information can be found in **Appendix 5A**.

Death of Shale Rustfire. Despite your efforts, Shale Rustfire perished. How his death will affect the war effort remains to be seen. More information can be found in **Appendix 5B**.

Downtime

When the party completes this adventure, each character earns 10 downtime days.

Renown

Each character receives one renown at the conclusion of this adventure.

Dungeon Master Rewards

In exchange for running this adventure, you earn **advancement and treasure checkpoints** and downtime as though you played the adventure, but none of the adventure's **player rewards**.

However, this adventure may qualify for rewards earned by completing DM Quests. See the ALDMG (*Adventurers League Dungeon Master's Guide*) for more information about DM Quests.



Appendix 1. Locations & NPCs

The following NPCs and locations feature prominently in this adventure.

Brunhi Rookoath

(BRUN-hee ROOK-oath) Clan Rookoath is a matriarchal society, and Brunhi is the clan leader at the moment. When Clan Rustfire fled to Alaron, Brunhi and the Rookoaths welcomed them with open arms. Now that both clans are in trouble, she's being pressured by dwarves from both clans to merge them. She understands the need for mutual protection, but she's hesitant to give up her clan's traditions. Brunhi is tall for a hill dwarf, with light hair and shining green eyes. She's careful and calculating, speaking only when she has something important to say.

Highrock

(HIGH-rock) The town of Highrock is a dwarven town that rests in a valley between the hills and mountains on the eastern edge Fairheight Range on the Isle of Alaron. Built on trade and mining revenue, the place boasts a decent number of shops, business, inns, and taverns, including the Dry Whetstone.

Narbert Rustfire

(NAR-bert RUST-fire) Clan Rustfire was almost destroyed when the dark fey of Gwynneth attacked, and only a daring escape through the Dwarvenholme Tunnels saved them. The Rustfires sought and received refuge from Clan Rookoath in the Fairheight Mountains, but trouble soon found both clans. Narbert believes that it only makes sense for the two clans to merge, and he cannot understand Brunhi Rookoath's reluctance to join the two clans together. Narbert has red hair and a redder beard, and deep wrinkles on his face from years of hard work, hard laughing, hard crying, and hard drinking.

Petra Rookoath

(PEH-tra ROOK-oath) Brunhi's daughter, and the heir to the leadership of Clan Rookoath. She appears as a younger version of her mother, with similar features and mannerisms. She isn't as taciturn as her mother, however. She speaks her mind without always fully thinking through the consequences.

Shale Rustfire

(SHALE RUST-fire) Narbert's son, and the heir to the leadership of the Clan Rustfire. He begins the adventures as a captive of the orc forces. Shale is considered very handsome and charming, with brown hair, a forceful personality, and a quick smile. When the adventurers find him, however, he has been severely beaten, covered with cuts and bruises.

Winnow Rustfire

(WIN-now RUST-fire) Narbert's daughter, close friend of Petra Rookoath, and a potential leader of a new combined clan allying the Rookoaths and the Rustfires. A priest of Berronar Truesilver, dwarven deity of home and protection. She wears her long red hair in many braids, and she has an earnest demeanor for strangers. With friends, she's more relaxed with a wicked sense of humor.



Appendix 2. Creature Statistics

Hulking Crab

Huge beast, unaligned

Armor Class 17 (natural armor)

Hit Points 76 (8d12 + 24)

Speed 20 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (-1)	16 (+3)	3 (-4)	11 (+0)	3 (-4)

Skills Stealth +2

Senses blindsight 30 ft., passive Perception 10

Languages —

Challenge 5 (1800 XP)

Amphibious. The crab can breathe air and water.

Shell Camouflage. While the crab remains motionless with its eyestalks and pincers tucked close to its body, it resembles a natural formation or a pile of detritus. A creature within 30 feet of it can discern its true nature with a successful DC 15 Intelligence (Nature) check.

ACTIONS

Multiattack. The crab makes two attacks with its claws.

Claw. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 20 (3d10 + 4) bludgeoning damage, and the target is grappled (escape DC 11). The crab has two claws, each of which can grapple only one target.

Orc War Chief

Medium humanoid (orc), chaotic evil

Armor Class 18 (chain mail)

Hit Points 93 (11d8 + 44)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	18 (+4)	11 (+0)	11 (+0)	16 (+3)

Saving Throws Str +6, Con +6, Wis +2

Skills Intimidation +5

Senses darkvision 60 ft., passive Perception 10

Languages Common, Orc

Challenge 4 (1,100 XP)

Aggressive. As a bonus action, the orc can move up to its speed toward a hostile creature that it can see.

Gruumsh's Fury. The orc deals an extra 4 (1d8) damage when it hits with a weapon attack (included in the attack).

ACTIONS

Multiattack. The orc makes two attacks with its greataxe or its spear.

Greataxe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 14 (1d12 + 4 plus 1d8) slashing damage.

Spear. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 12 (1d6 + 4 plus 1d8) piercing damage, or 13 (2d8 + 4) piercing damage if used with two hands to make a melee attack.

Battle Cry (1/Day). Each creature of the war chief's choice that is within 30 feet of it, can hear it, and not already affected by Battle Cry gain advantage on attack rolls until the start of the war chief's next turn. The war chief can then make one attack as a bonus action.

Orog

Medium humanoid (orc), chaotic evil

Armor Class 18 (plate)

Hit Points 42 (5d8 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	18 (+4)	12 (+1)	11 (+0)	12 (+1)

Skills Intimidation +5, Survival +2

Senses darkvision 60 ft., passive Perception 10

Languages Common, Orc

Challenge 2 (450 XP)

Aggressive. As a bonus action, the orog can move up to its speed toward a hostile creature that it can see.

ACTIONS

Multiattack. The orog makes two greataxe attacks.

Greataxe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (1d12 + 4) slashing damage.

Javelin. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Phase Spider

Large monstrosity, unaligned

Armor Class 13 (natural armor)

Hit Points 32 (5d10+5)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	12 (+1)	6 (-2)	10 (+0)	6 (-2)

Skills Stealth +6

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 3 (700 XP)

Ethereal Jaunt. As a bonus action, the spider can magically shift from the Material Plane to the Ethereal Plane, or vice versa.

Spider Climb. The spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Walker. The spider ignores movement restrictions caused by webbing.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 7 (1d10+2) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 18 (4d8) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.



Revenant

Medium undead, neutral

Armor Class 13 (leather armor)

Hit Points 136 (16d8 + 64)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	13 (+1)	16 (+3)	18 (+4)

Saving Throws Str +7, Con +7, Wis +6, Cha +7

Damage Resistances necrotic, psychic

Damage Immunities acid

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned, stunned

Senses darkvision 60 ft., passive Perception 13

Languages the languages it knew in life

Challenge 5 (1800 XP)

Regeneration. The revenant regains 10 hit points at the start of its turn. If the revenant takes fire or radiant damage, this trait doesn't function at the start of the revenant's next turn. The revenant's body is destroyed only if it starts its turn with 0 hit points and doesn't regenerate.

Rejuvenation. When the revenant's body is destroyed, its soul lingers. After 24 hours, the soul inhabits and animates another corpse on the same plane of existence and regains all its hit points. While the soul is bodiless, a wish spell can be used to force the soul to go to the afterlife and not return.

Turn Immunity. The revenant is immune to effects that turn undead.

Vengeful Tracker. The revenant knows the distance to and direction of any creature against which it seeks revenge, even if the creature and the revenant are on different planes of existence. If the creature being tracked by the revenant dies, the revenant knows.

ACTIONS

Multiattack. The revenant makes two fist attacks.

Fist. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage. If the target is a creature against which the revenant has sworn vengeance, the target takes an extra 14 (4d6) bludgeoning damage. Instead of dealing damage, the revenant can grapple the target (escape DC 14) provided the target is Large or smaller.

Vengeful Glare. The revenant targets one creature it can see within 30 feet of it and against which it has sworn vengeance. The target must make a DC 15 Wisdom saving throw. On a failure, the target is paralyzed until the revenant deals damage to it, or until the end of the revenant's next turn. When the paralysis ends, the target is frightened of the revenant for 1 minute. The frightened target can repeat the saving throw at the end of each of its turns, with disadvantage if it can see the revenant, ending the frightened condition on itself on a success.

Tanarukk

Medium fiend (demon, orc), chaotic evil

Armor Class 14 (natural armor)

Hit Points 95 (10d8 + 50)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	20 (+5)	9 (-1)	9 (-1)	9 (-1)

Skills Intimidation +2, Perception +2

Damage Resistances fire, poison

Senses darkvision 60 ft., passive Perception 12

Languages Abyssal, Common, Orc

Challenge 5 (1,800 XP)

Aggressive. As a bonus action, the tanarukk can move up to its speed toward a hostile creature that it can see.

Magic Resistance. The tanarukk has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The tanarukk makes two attacks: one with its bite and one with its greatsword.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Greatsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

REACTIONS

Unbridled Fury. In response to being hit by a melee attack, the tanarukk can make one melee weapon attack with advantage against the attacker.

Young Copper Dragon

Large dragon, chaotic good

Armor Class 17 (natural armor)

Hit Points 119 (14d10 + 42)

Speed 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	17 (+3)	16 (+3)	13 (+1)	15 (+2)

Saving Throws Dex +4, Con +6, Wis +4, Cha +5

Skills Deception +5, Perception +7, Stealth +4

Damage Immunities acid

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 17

Languages Common, Draconic

Challenge 7 (2,900 XP)

ACTIONS

Multiattack. The dragon makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Breath Weapons (Recharge 5-6). The dragon uses one of the following breath weapons.

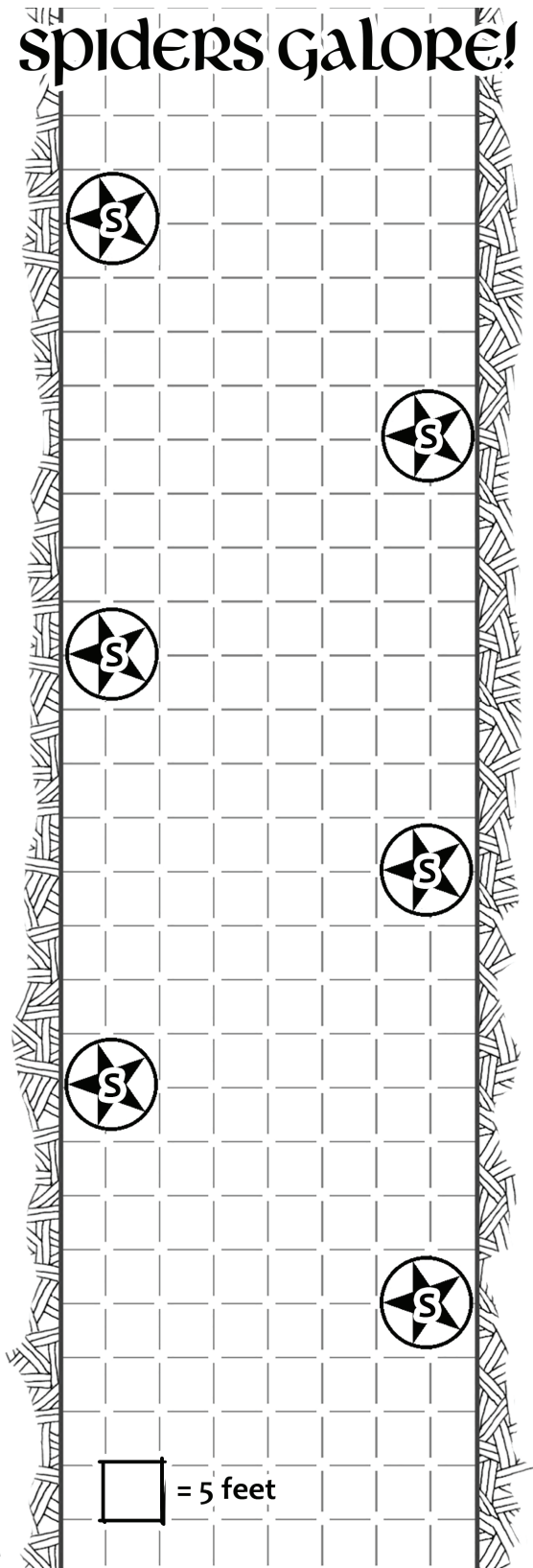
Acid Breath. The dragon exhales acid in an 40-foot line that is 5 feet wide. Each creature in that line must make a DC 14 Dexterity saving throw, taking 40 (9d8) acid damage on a failed save, or half as much damage on a successful one.

Slowing Breath. The dragon exhales gas in a 30-foot cone. Each creature in that area must succeed on a DC 14 Constitution saving throw. On a failed save, the creature can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the creature can use either an action or a bonus action on its turn, but not both. These effects last for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself with a successful save.

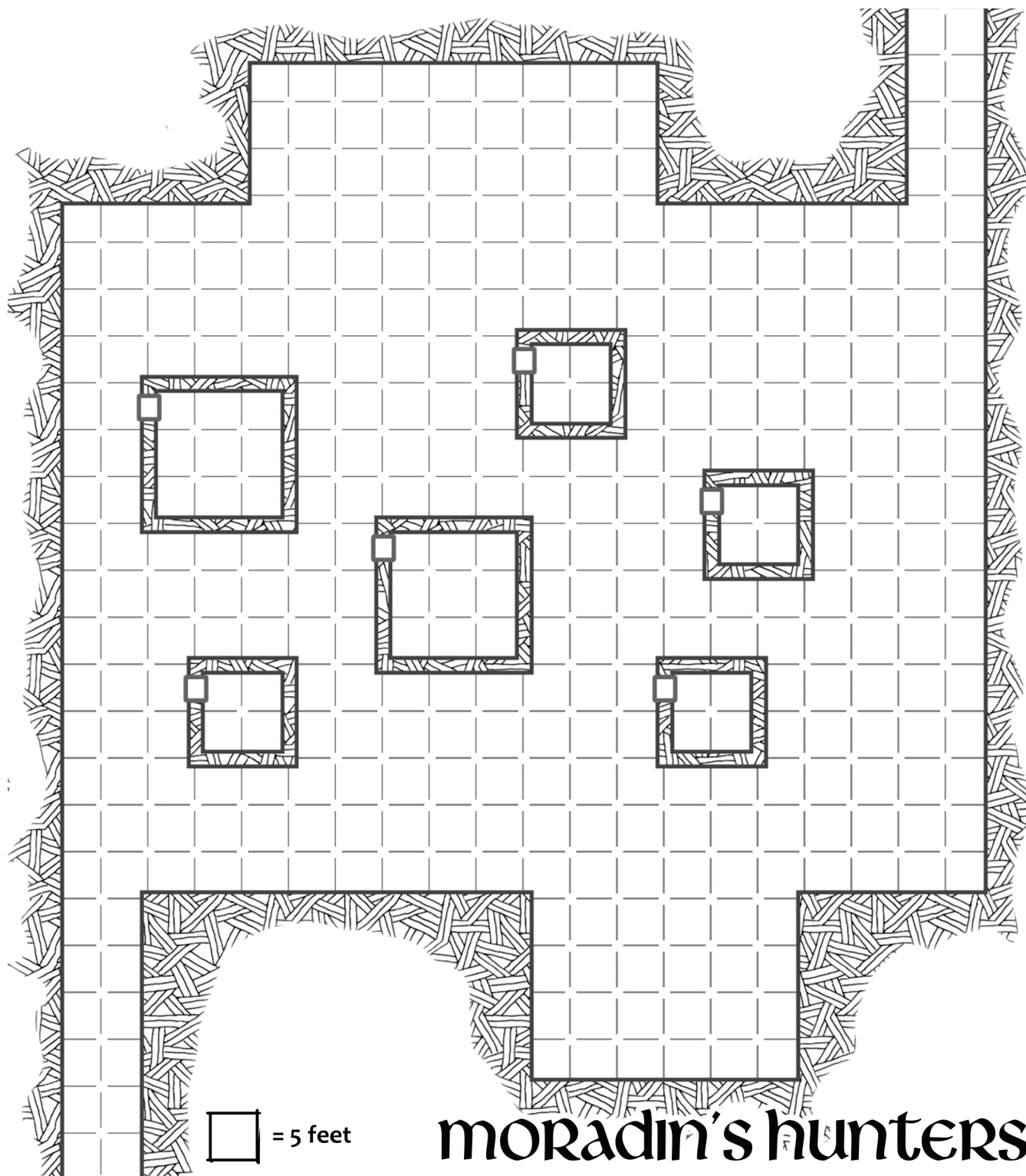
Not for resale. Permission to print a photocopy of this document for personal use only.
CCC-BMG-MOON3-1 Atop the Fairheights



Appendix 3B. Spider Gate




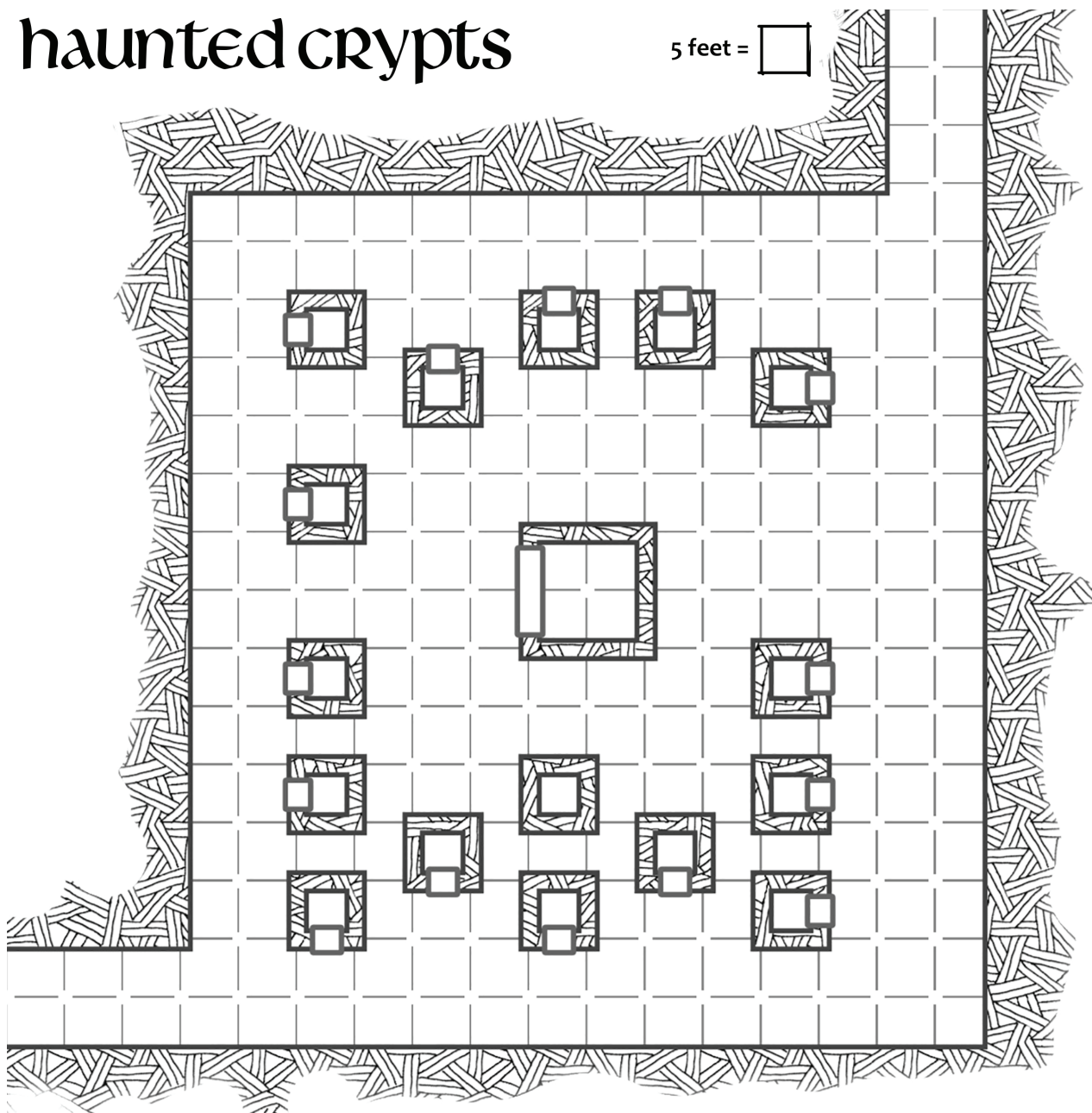
Appendix 3C. Moradin's Hunters



Appendix 3d. haunted Crypts

haunted crypts

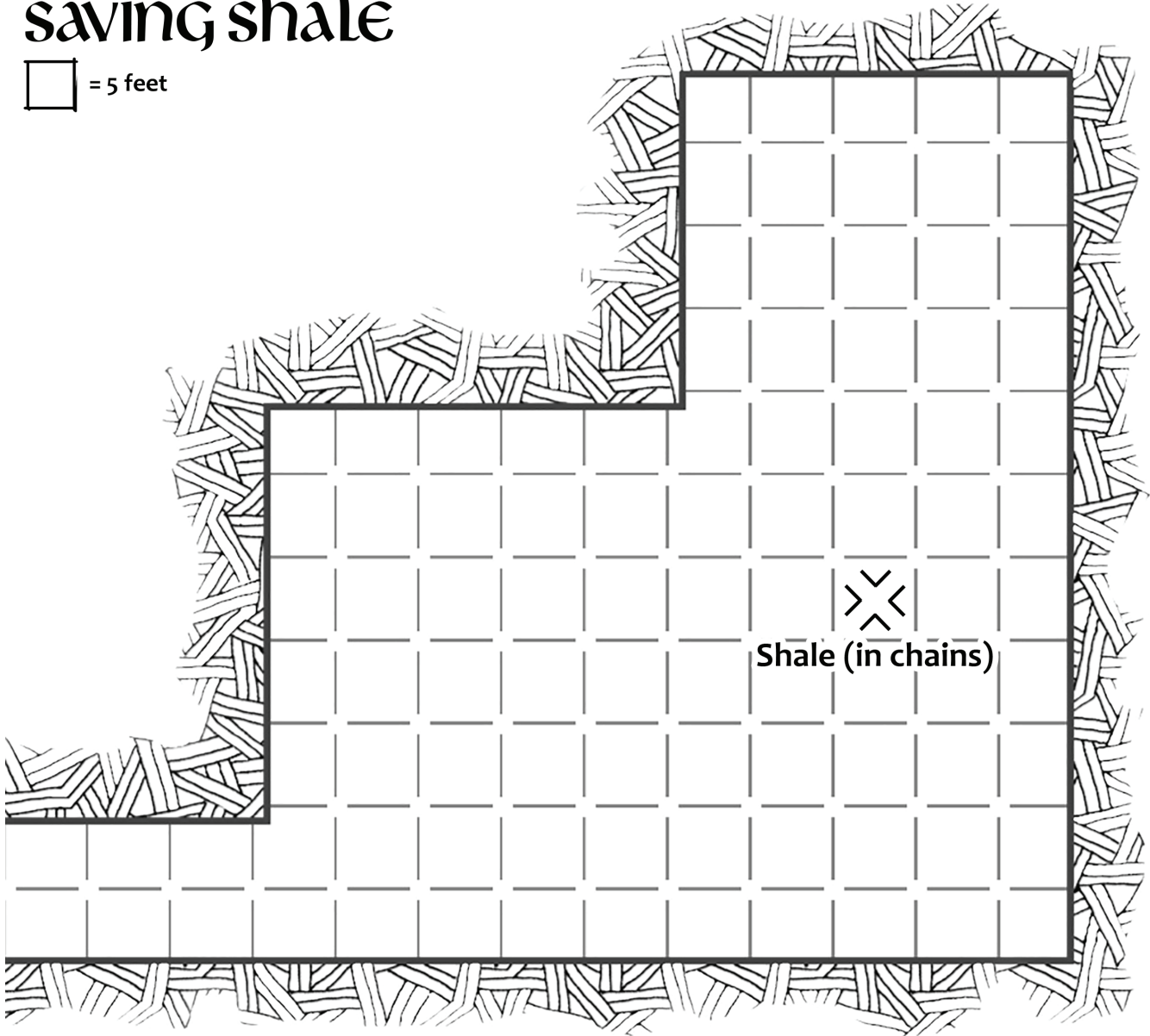
5 feet = 



Appendix 3E. Saving Shale

saving shale

□ = 5 feet



Appendix 4. Magic Item

Characters completing this adventure's objective unlock this magic item.

Periapt of Wound Closure

Wondrous item, uncommon (requires attunement)

This necklace is comprised of a single piece of quartz crystal, held to the wearer's neck by a band made from the woven grey bread hairs of an ancient dwarven clan leader. Attuning to it makes the wearer very thirsty for ale .

While you wear this pendant, you stabilize whenever you are dying at the start of your turn. In addition, whenever you roll a Hit Die to regain hit points, double the number of hit points it restores.

This item can be found in the *Dungeon Master's Guide*.



Appendix 5a. Story Award

During the course of this adventure, the characters may earn the following story award. If you are printing these out for your characters, print as many as you may need to ensure that any eligible character receives a copy:

Savior of Shale Rustfire

You were able to save Shale Rustfire before he perished. He's now able to play a role in the coming war against the orcs and their allies.



Appendix 5B. Story Award

During the course of this adventure, the characters may earn the following story award. If you are printing these out for your characters, print as many as you may need to ensure that any eligible character receives a copy:

Death of Shale Rustfire

Despite your efforts, Shale Rustfire perished. How his death will affect the war effort remains to be seen.





RISEING SHADOWS

SHEET #

CCC-BMG-MOON3-1 ATOP THE FAIRHEIGHTS ADVENTURE LOGSHEET

Character Name

Class and Level

Event

Date

Player Name

DCI #

Dungeon Master

DCI #

ADVENTURE CHECKPOINTS

Starting

Earned

Total

TREASURE CHECKPOINTS

Tier 1 Tier 2 Tier 3

Starting

Earned

Spent

Total

MAGIC ITEM UNLOCKED

Periap of Wound Closure

This necklace is comprised of a single piece of quartz crystal, held to the wearer's neck by a band made from the woven grey bread hairs of an ancient dwarven clan leader. Attuning to it makes the wearer very thirsty for ale.
(*uncommon, Table F, requires attunement*)

Consumables

Potion of Greater Healing (*uncommon, Table A*)

GOLD

Starting

Gained

Spent

Total

RENOWN

Starting

Earned

Spent

Total

DOWNTIME

Starting

Earned

Spent

Total

STORY SUMMARY

You arrived in Highrock in the Fairheight Mountains to meet with Winnow Rustfire and hear the plight of the Rookoath and Rustfire clans. The dwarves were preparing an offensive against the orcs who have taken over their ancestral halls, but the orcs held Shale Rustfire, the heir to the Rustfire Clan, hostage. Brunhi Rookoath and Narbert Rustfire asked you to sneak into orc-held territory and rescue Shale.

To reach him, you navigated a series of long-forgotten chambers and tunnels, overcoming a number of monsters as well as traps left by the dwarves. The reason for the traps was revealed when you encountered undead followers of Ab-bathor, the dwarven god of greed.

Finally, you arrived at the chamber where Shale was held, fighting off his orcish captors while contending with the magical restraints that threatened the young dwarf at the same time. What happened there?

- ☐ You overcame these foes and saved Shale Rustfire.
- ☐ Shale Rustfire perished before you could rescue him.

ADVENTURE NOTES

Story Awards

Savior of Shale Rustfire

You were able to save Shale Rustfire before he perished. He is now able to play a role in the coming war against the orcs and their allies.

Death of Shale Rustfire

Despite your efforts, Shale Rustfire perished. How his death will affect the war effort remains to be seen



Creature Feature: Thessalar

In this Extra Life preview, we present a figure from deep within the game's lore.

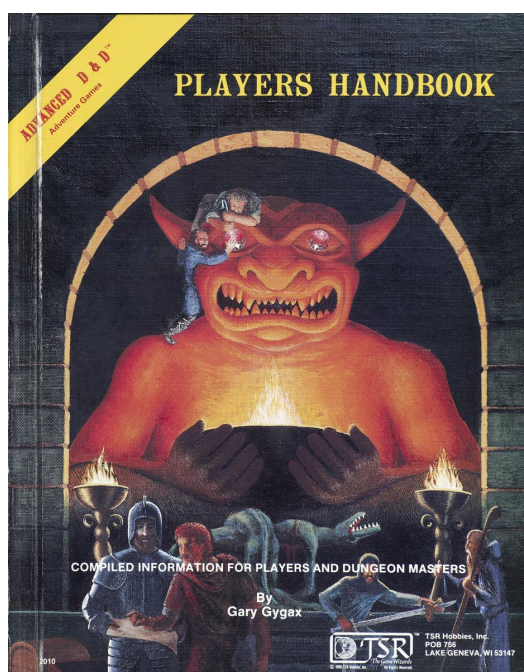


As part of this year's **D&D Extra Life team** efforts, we're creating a new adventure as a follow-up to last year's *Lost Laboratory of Kwalish*. The following creature appears within the adventure, offered here as a free preview. We hope you enjoy—and as always, we thank you for your continued support for Extra Life and the Children's Miracle Network Hospitals!

or the observant reader, the credits page of each fifth edition

Frulebook provides an individual disclaimer message and a brief description of the cover illustration. These descriptions may be a small piece of information, but they help provide added context—on the *Player's Handbook*, for example, that's no mere battle against a giant, it's a fight with King Snurre himself! Similarly, that's not just any beholder on the cover of the *Monster Manual*, but *the* Xanathar (later shown in all his googly-eyed glory). And of course, there's Acererak raising hell (see what we did there?) on the cover of the *Dungeon Master's Guide*.

Earlier editions did not always carry this information. For the reader, this often led to a small mystery as to what these covers were portraying—just what was that statue on the first edition *Player's Handbook*? Where does it exist in the world? In what adventure or creators' home game did it appear, if it ever did?



(Select to view)

In this particular instance we've since learned that it's a statue of the archdevil Moloch. But if its dungeon was ever originally a part of any campaign, that remains unclear. Still, it continues to inspire later editions of the game, including the Acquisitions Incorporated campaign within the *Neverwinter* MMORPG, and the eidolon in *Mordenkainen's Tome of Foes*. An upcoming D&D Extra Life adventure (*Infernal Machine Rebuild*) makes use of the statue as well, placing it within the sample dungeon featured in the first edition *Dungeon Master's*

Guide.

As for who operates this dungeon? For that, the adventure makes use of another figure from D&D lore....

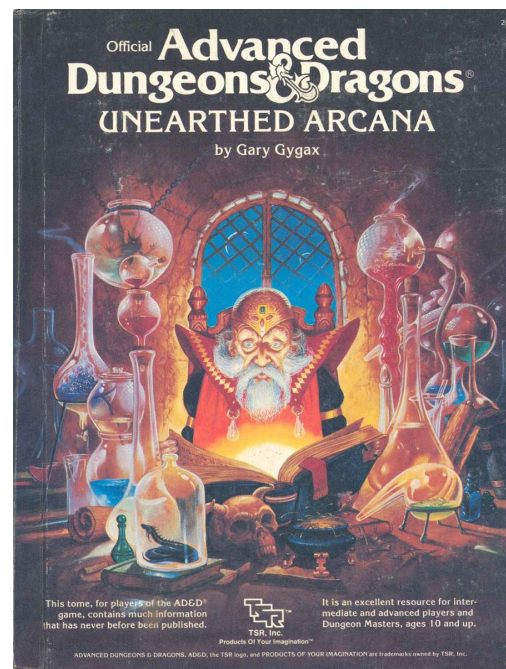
Thessalar

Fans of *Stranger Things* (so, everyone here) might remember the kids' in-game battle against the thessalhydra. And while we're familiar with the hydra, who exactly is this Thessalar creating his own version?

In the *Age of Worms* adventure path, Thessalar appears as a lich responsible for the creation of not only the thessalhydra but a number of other stranger creatures—among them, the owlbear. Using this as a premise, the forthcoming Extra Life adventure looks back at Thessalar still as a mortal alchemist, using the “Temple of Moloch” as his own laboratory.

And the visual reference for Thessalar? Well, let's look at another cover from editions past. Specifically, the first edition

Unearthed Arcana cover image of a spellcaster hard at work in his lab! As a special reveal for this forthcoming adventure, we're pleased to offer the following preview:



(Select to view)

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THESSALAR

Medium humanoid (human), neutral evil

Armor Class 14 (breastplate)

Hit Points 104 (19d8 + 19)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	13 (+1)	19 (+4)	16 (+3)	16 (+3)

Saving Throws Con +5, Int +8, Wis +7

Skills Animal Handling +7, Arcana +8, Insight +7, Medicine +7

Damage Immunities acid, poison

Condition Immunities poisoned

Senses passive Perception 13

Languages Common, Draconic, Elvish, Primordial

Challenge 12 (8,400 XP)

Special Equipment. Thessalar wields a +1 dagger coated with thessaltoxin poison (see appendix C).

Alchemical Homunculus. Thessalar is accompanied by his homunculus. If the *mending* spell is cast on it, the homunculus regains 2d6 hit points.

Healing Toxicity. Any magic item that restores hit points and can be applied to a piercing or slashing weapon (a potion, an ointment, and so forth) causes a hit with that weapon to deal extra damage to Thessalar equal to the amount the item would normally heal.

Greater Restoration (1/Day). Thessalar can cast *greater restoration* if he has access to alchemical supplies.

Spellcasting. Thessalar is an 18th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks). He has the following artificer spells prepared:

Cantrips (at will): *light*, *mending*, *message*, *shocking grasp*
 1st level (4 slots): *alarm*, *cure wounds*, *identify*, *ray of sickness*
 2nd level (3 slots): *invisibility*, *Melf's acid arrow*, *web*
 3rd level (3 slots): *dispel magic*, *haste*, *stinking cloud*
 4th level (3 slots): *blight*, *Mordenkainen's faithful hound*,
Otiluke's resilient sphere
 5th level (1 slot): *cloudkill*

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage, and the target must succeed on a DC 15 Constitution saving throw. On a failed save, the target is affected as if by the *polymorph* spell, transforming into a random beast or a creature it has seen within the last 24 hours (as chosen by the DM). This effect lasts until the target finishes a long rest.



THESSALAR

As an artificer, Thessalar is vainglorious, egotistical, and utterly ruthless in furthering his research. His career began as a priest in the service of Moloch, where he rose through the ranks before eventually taking over the temple as a working laboratory. Most of his experiments have involved the pursuit of new forms of life, resulting in such creatures as the thessalhydra and the owlbear. In recent years, he has also researched the prolonging of life—namely his own. Thessalar hopes that by becoming a lich, his research and experiments can continue indefinitely.

Over time, Thessalar has subjected himself to so many of his own experiments that his blood has taken on alchemical and magical properties. He regularly uses it as the basis for many of the reagents used throughout his labs. As a side effect, although Thessalar is now immune to poison and the poisoned condition, any magical liquid or salve that restores hit points acts as a poison against him if applied to a piercing or slashing weapon.

Creature Feature: Neo-otyugh

In this Extra Life preview, we present an updated version of a classic creature for your table.



As part of this year's **D&D Extra Life team** efforts, we're creating a new adventure as a follow-up to last year's *Lost Laboratory of Kwalish*. The following creature appears within the adventure, offered here as a free preview. We hope you enjoy—and as always, we thank you for your continued support for Extra Life and the Children's Miracle Network Hospitals!

n the spirit of Halloween and its assorted monsters, let's dive into

In the *Denham Tracts*. As Michael Denham wrote in this series of pamphlets and jottings on folklore: “What a happiness this must have been seventy or eighty years ago and upwards, to those chosen few who had the good luck to be born on the eve of this festival of all festivals*; when the whole earth was so overrun with ghosts, boggles, Bloody Bones, spirits, demons, ignis fatui, brownies, bugbears, black dogs, spectres, shellycoats, scarecrows, witches, wizards, barguests, Robin-Goodfellows, hags....”

Dunham’s full list runs on (and on!) and possibly includes the first use of the word “hobbit”, as well as a potential source for the name “Dobbie” in *Harry Potter*. And while some terms are no longer in common use (kit-a-can-sticks? Jack-in-the-Wads?), a great many did carry over into D&D—from pixies, imps, and redcaps to a great many more. In fact, our upcoming D&D Extra Life adventure (*Infernal Machine Rebuild*) includes several creatures from this very first portion of the *Denham Tracts*: boggles, brownies, and hags.



However, the adventure also includes one creature decidedly not part of this list, as it’s native to the game—the otyugh. And by extension, the neo-otyugh.



The Neo-otyugh

As debated in *The Big Bang Theory*'s “The D&D Vortex” episode (by no less than William Shatner and Kareem Abdul-Jabbar), there's the otyugh as well as the neo-otyugh, the latter of which has not returned to this edition of D&D—until now!

Your browser can't play this video.
[Learn more](#)

The Neo-er otyugh

Bill Benham and Lysa Penrose helped design the neo-otyugh during a recent *Dragon+* livestream. During that session they also created an even larger (or neo-er) version at CR 20.

Your browser can't play this video.
[Learn more](#)

This version possessed Unlimited Telepathy (able to communicate with every creature across all planes), and up to 100 tentacles (but no fewer than 99), as well as immunity to all conditions (except prone). According to legend, the neo-er otyugh's lair encompasses a city's entire sewer system, which it uses as a vast neural network, with a hub located directly beneath the city's largest latrine or slaughterhouse.

Witnesses have also claimed to observe battles between this neo-er otyugh and the tarrasque... but then, not all witnesses are to be trusted.

As a special reveal for this forthcoming adventure, we're pleased to offer the following preview:

[DOWNLOAD PDF](#)

*True, Denham was actually referring to Christmas Eve but his list fits so much better here for Halloween!



[BACK TO TOP](#)

EXTRA LIFE 2019

As part of this year's D&D Extra Life team efforts, we're creating a new adventure as a follow-up to last year's *Lost Laboratory of Kwalish*. The following creature and NPC appear within the adventure, offered here as a free preview. We hope you enjoy—and as always, we thank you for your continued support for Extra Life and Children's Miracle Network Hospitals!

NEO-OTYUGH

A neo-otyugh is a stronger, more intelligent version of an otyugh—a grotesque aberration sporting three legs, snake-like tentacles, and a perpetually ravenous maw. Like an otyugh, a neo-otyugh buries itself under mounds of offal and carrion to ambush prey. Their improved intellect and innate spellcasting makes them especially effective against humanoid targets, as they use their powers of control to split off a straggler from a party, then attack.



NEO-OTYUGH

Huge aberration, neutral

Armor Class 16 (natural armor)

Hit Points 150 (12d12 + 72)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	11 (+0)	22 (+6)	12 (+1)	13 (+1)	6 (-2)

Saving Throws Con +9

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 11

Languages Otyugh

Challenge 7 (2,900 XP)

Limited Telepathy. The otyugh can magically transmit simple messages and images to any creature within 120 feet of it that can understand a language. This form of telepathy doesn't allow the receiving creature to telepathically respond.

ACTIONS

Multiattack. The neo-otyugh makes three attacks: one with its bite and two with its tentacles.

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage. If the target is a creature,

it must succeed on a DC 17 Constitution saving throw against disease or become poisoned until the disease is cured. Every 24 hours that elapse, the target must repeat the saving throw, reducing its hit point maximum by 5 (1d10) on a failure. The disease is cured on a success. The target dies if the disease reduces its hit point maximum to 0. This reduction to the target's hit point maximum lasts until the disease is cured.

Tentacle. *Melee Weapon Attack:* +8 to hit, reach 15 ft., one target. *Hit:* 10 (1d10 + 5) bludgeoning damage plus 4 (1d8) piercing damage. If the target is Large or smaller, it is grappled (escape DC 16) and restrained until the grapple ends. The neo-otyugh has two tentacles, each of which can grapple one target.

Tentacle Slam. The neo-otyugh slams creatures grappled by it into each other or a solid surface. Each creature must succeed on a DC 16 Constitution saving throw or take 15 (3d6 + 5) bludgeoning damage and be stunned until the end of the neo-otyugh's next turn. On a successful save, the target takes half the bludgeoning damage and isn't stunned.

Innate Spellcasting (Psionics). The neo-otyugh's innate spellcasting ability is Intelligence (spell save DC 12). It can innately cast the following spells, requiring no components:

At will: *detect thoughts*

1/day each: *command*, *hold person*



Kayla Cline: Sketches from the Mists

Artist Kayla Cline shares her design work for popular web streams and showcases the fresh feel she's bringing to classic D&D campaigns.

As *Dragon+* #28 lands online, **Inktober**'s month-long artistic endeavors are drawing to a close and final preparations for Halloween are ramping up. Artist Kayla Cline has been crossing the streams when it comes to those two events, sketching hags, crones, and medusa—when time between everyday work allows—to bring a touch of horror to the yearly sketch-fest.

“My plan for this year’s Inktober is to try and work on the weird fantasy/cosmic horror story that’s

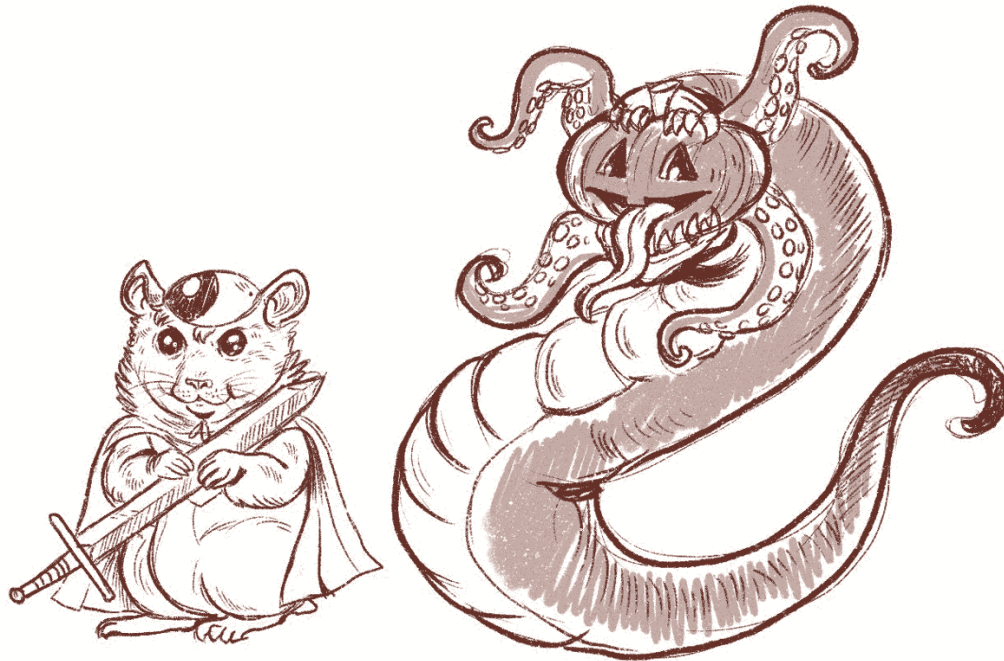


Kayla Cline

always sloshing around my brain. I'll do a comic eventually so that's what I'm working towards and this is a good excuse for me to try to develop that different mythology," she tells *Dragon+*. "It's hard to make time to do something for yourself when you're usually drawing for work. But I'm not going to pressure

myself to the extent some people do. I think that that's the best way to approach it."

DUNGEONS & DOODLES



Artists Kayla Cline, Jeff Carpenter, Jake Parker, and Lysa Penrose joined Bart Carroll for a spooky-themed *Dungeons & Doodles* to celebrate Halloween. Here are Cline's sketches, produced against the clock on subjects thrown out to the whole group.



REIMAGINING PLANESCAPE

Fans of D&D live-play streaming will recognize Cline both for her artistic work behind the camera and the characters she brings to life. Having first come to light thanks to her work on *Trapped in the Birdcage*, she's since been involved in a number of high-profile streaming projects.



(Select to view)

“The first big one that I did was Holly Conrad’s *Trapped in the Birdcage*. Holly’s a friend of mine and said, ‘Hey, I want you to do this’ and I was like, ‘Okay!’ That was the first time I did headshots,

an overlay, and all those assets. From there I just kept picking up different opportunities,” Cline says.



(Select to view)

“I love creating a cohesive look for a show. And I feel that the way you present yourself is vital right now because the competition for streamed tabletop games is growing every day. So it’s really important to put that best face forward.”

As part of her work on *Trapped in the Birdcage*, she had to capture the feel of Planescape. Some artists might have been intimidated at the prospect of taking a fresh stab at such a beloved D&D campaign setting. But Cline approached the job with a professionalism that shone through in the art she produced.



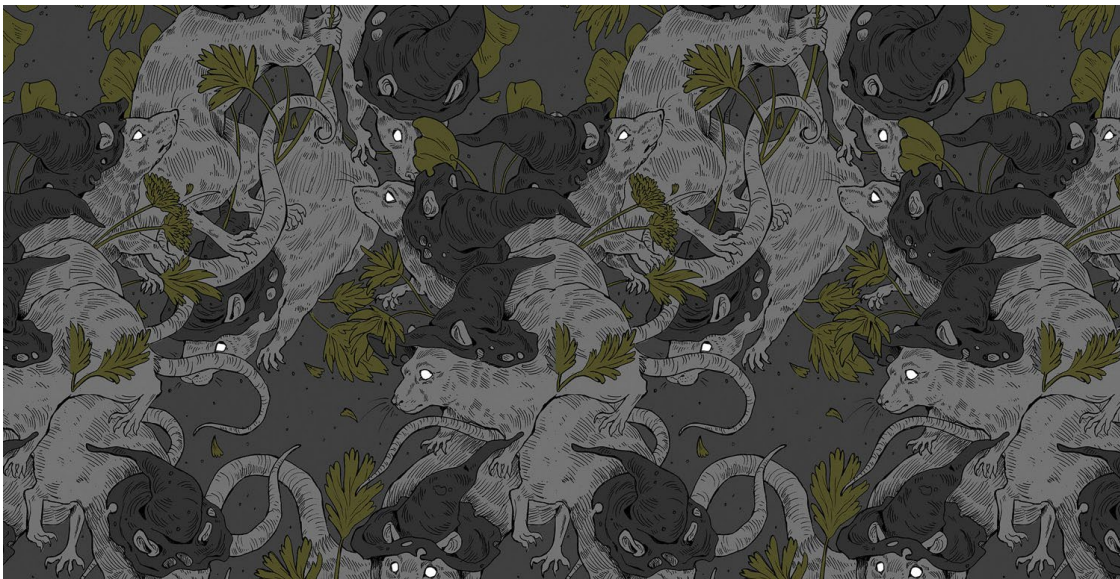
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“I love Planescape, it’s my favorite setting. And the people who like Planescape really, *really* like Planescape. I feel they hold that setting very near and dear to them because it’s just so radically different from anything else,” she explains.

“My method was to study the art of Planescape and look at the way all those works were created. Once I saw how they were executed I applied that to my own style. I didn’t find that stressful at all. Studying different types of artwork helps you learn a lot about yourself.

Cline took that original content and gave it a new face, updating the artwork to reflect her own style and the current game.

“I don’t want to call Planescape messy but its style is a lot more fluid than most fifth edition art. It’s gritty, like you’ve painted it using coffee. I had a great experience emulating the art and the response was wild. I remember the best moment was when I tweeted a series of head shots of the characters and **Tony DiTerlizzi** [an artist famous for his work on Planescape] liked it **on Twitter**. I was like, ‘Oh, yay!’”



WELCOME TO BAROVIA

Not content with giving one beloved D&D campaign setting a fresh twist, Cline also did the same for *Curse of Strahd*. Live-play stream *Tales from the Mists* chose Kartakass as its starting location (the party hopes to make it to Barovia one day!), and as well as playing in the game Cline also handled its artistic vision.



“I looked at a lot of older Ravenloft art and it was almost like block prints. It was black and white with very heavy darks and looked like it could have been created using old medieval woodblocks,” she

remembers. “When I went to draw it, I knew everything had to have really heavy shadows and to look like it could have been carved.”

Cline praises Dungeon Master T.K. Johnson for capturing the horror vibe on *Tales from the Mists* and likes to think it is one of “the spookiest shows out there”. Which begs the question of why more live-play games don’t tap into that eerie feel?

“If you think about those times when you’re younger and your parents read you scary stories you can remember how that made you feel and how exciting it was. When you apply that to a TTRPG it’s so much fun. It’s like being read a scary story every Friday night.



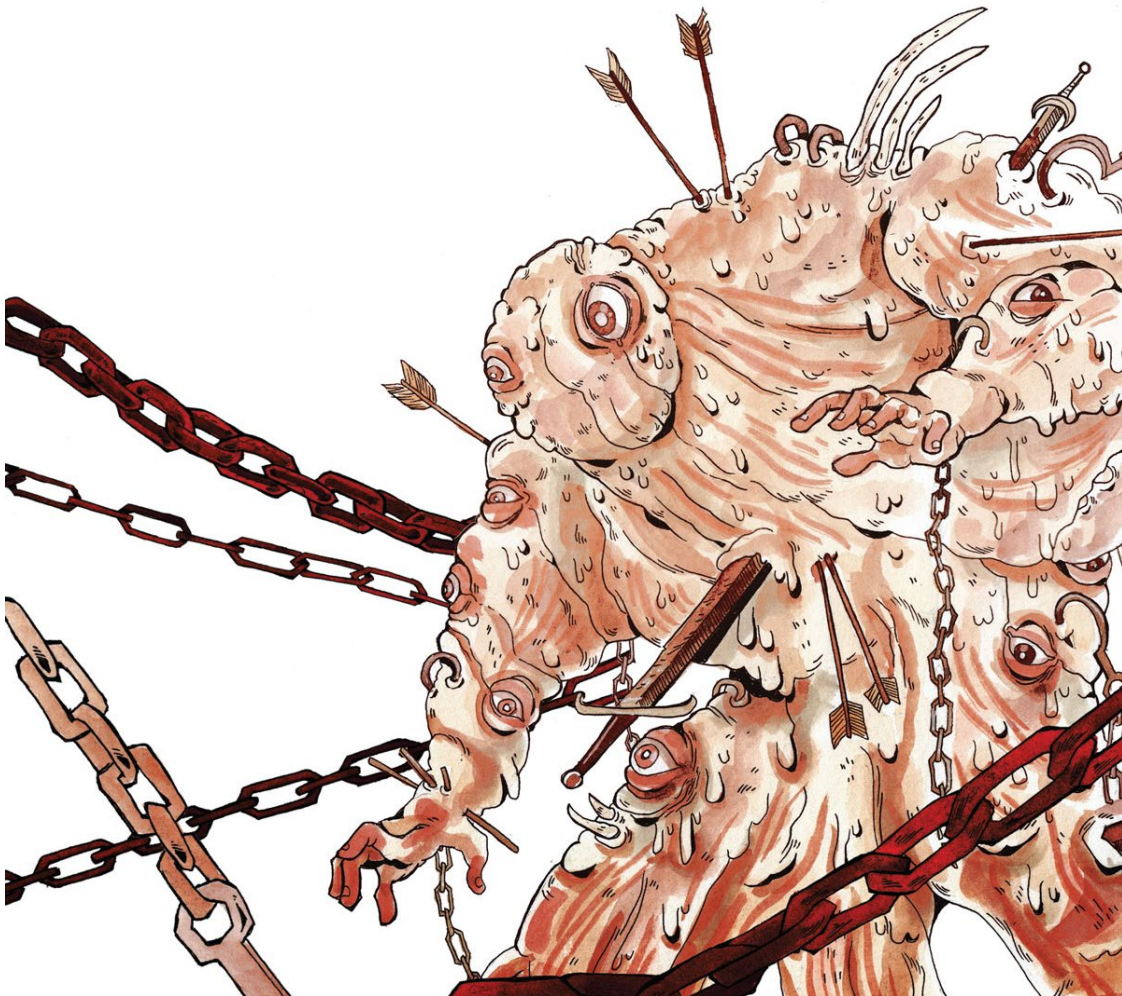
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“I find being scared incredibly fun. While that might seem weird, we need it sometimes. I’m a big horror movie fan—the good ones and the bad ones—because a terrible horror movie can be a lot of fun too. And horror movies have the best world-building in my opinion. If you’re going to have some crazy demon man kill you in your sleep, you better explain it really well or it won’t hold up.”

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[Learn more](#)

Cline continues to mine her love of horror in other publishing projects, revealing that her artwork for the *Big Bad Booklet* by Hit Point Press includes “a gross, disgusting flesh golem”. She’s also contributed to the various tomes of the *Uncaged Anthology* collection, which includes myth- and folklore-themed adventures written for fifth edition. Each original adventure subverts tropes around a female mythological creature or monster including hags, harpies, medusas, and more.



(Select to view)

“That was wonderful to work on. There are going to be four volumes and I have one or two pieces in each one, working with different people in every volume. Everyone was wonderful to work with and the stories are so great,” she says.

“I feel *Uncaged* really blew up because it’s approaching traditional things from a different angle. I love that all its art does that too. For

the upcoming volume I drew a **yochlol**, the drow goo monster that's a shapechanger. I approached the author and asked if I could draw it without drawing the actual monster, instead drawing it turning into the monster. The whole thing about *Uncaged* is taking these traditional monsters and flipping them around and the response was, 'Yeah, let's do something a little different and make the art subversive, too.'"

SPLASH THE TRASH

There a similar feel to the clothing line Cline designs with Holly Conrad. **Trash Coven** came from the pair's shared passions and a realization that no-one was making the kinds of clothes they wanted to wear.



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"It was easy for us to collaborate because we have a lot of the same interests—Planescape, pigeons, things like that. Holly will message me and say, 'I wish I had a shirt with a crow and a pie on it.' And I'll be like, 'Here you go. I made it, let's put it on a shirt.' Our goal was that we wish we could wear these clothes and we're capable people, so let's just make them.

"We recently refreshed our look on the site for Halloween. I did a very cool design featuring chickens that's very spooky but very cute. They're regular Terran chickens, not abyssal chickens. I also think Baba Yaga is really cool and I finally got to do a fully detailed

design, which I think people will really love.”

LIFE GOALS

With so much going on creatively, *Dragon+* wonders if there’s anything D&D-related Cline would love to work on but hasn’t tackled yet. Her first answer is a *Choose Your Own Adventure*-style D&D book (much like the revamped *Endless Quest* range of books), but blending comic-book components with illustration for a more adult audience. Her second choice is equally tantalizing.



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“There used to be these very female-targeted D&D books made by T.S.R. that were like *Choose Your Own Adventure* but they were romance. They’re called **HeartQuest**, and I didn’t learn about them until recently but as soon as I heard about them, I thought, ‘It would be amazing to bring that back!’ I have four of them and the art is genuinely good.”

And what about the Inktober-inspired comic that kicked off our discussion?

“Comics are my one true love,” Kayla says. “I went to school for illustration and concentrated on comics. When I go at things, it’s always through that narrative perspective. The short story *Samhain* [written by T.K. Johnson and illustrated by Cline] was my first foray into self-printing and I have plans to pursue a couple more things in 2020.

You can find more of Kayla Cline’s work on her **official website**, buy the clothes she designs at the **Trash Coven website**, and connect with her on **Instagram** and **Twitter**.

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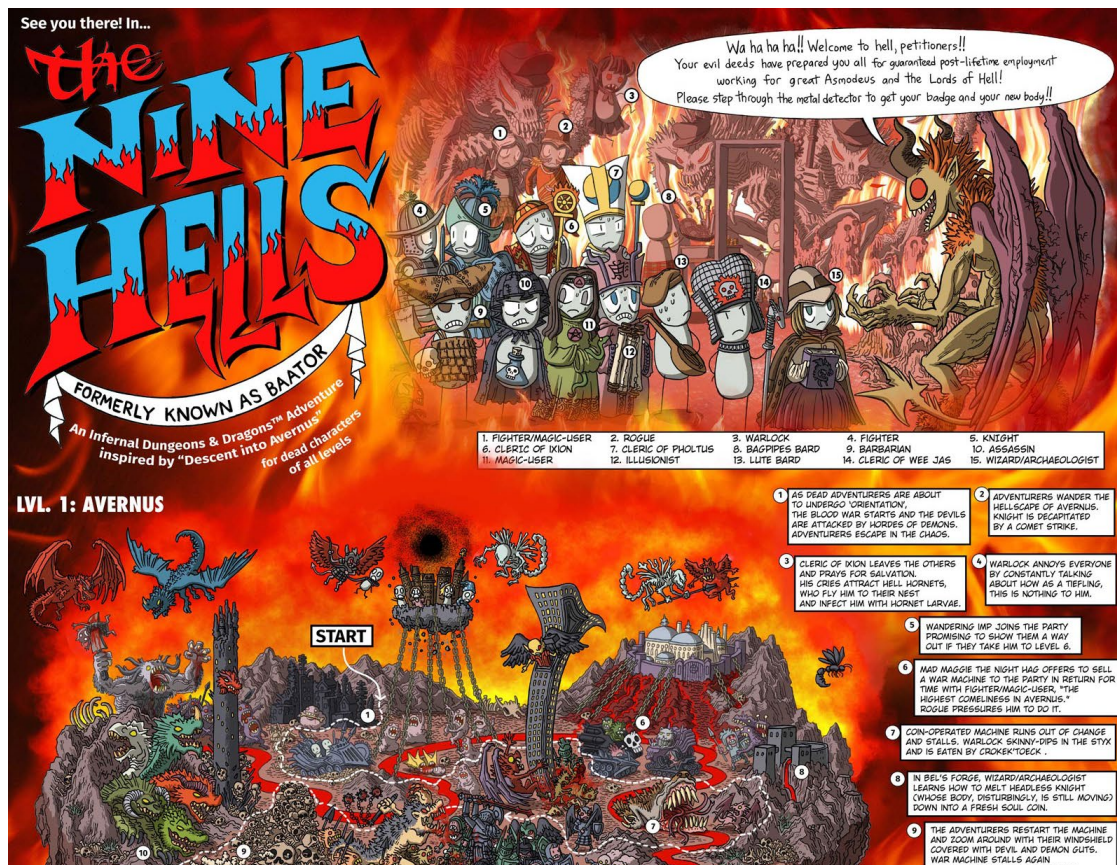
Jason Thompson's Nine Hells

Your indispensable guide to the inhabitants, mines, mints, and torture chambers of the Nine Hells.

Baldur's Gate: Descent Into Avernus takes Dungeon Masters and players on a demon ichor-fueled joy ride of the first level of hell. But there are eight other layers to explore in the Dungeons & Dragons Hellscape and illustrator Jason Thompson has captured them all in his horrifically hilarious style.

Witness the chained fate of the City of Elturel, the many forms of death awaiting those who enter Dispatser's Tower, the truth of how soul coins are minted, the horrors that lurk below the water in Stygia, and the maximum-security madness of Malbolge—all the way down to the source of the Styx itself!

(Select to view)



LVL. 2: DIS

10 PASSING TAMAT'S LAR, ILLUSIONIST DISTRACTS THE DRAGON GODDESS WITH AN ILLUSION OF SIX TEENAGERS AND A BABY LINCOLN. WHILE TAMAT CHARGES THE ILLUSION, THEY LOOT HER HOARD FOR 5,000 GEMS, 100 PIECES OF JEWELRY, AND THE HAND OF VECNA.

11 AWARE OF THE DANGERS OF THE HAND OF VECNA, ILLUSIONIST AND MAGIC-USER DIVIDE IT UP. ILLUSIONIST GETTING THE FINGERS, AND MAGIC-USER GETTING THE PALM.

12 TAMAT REALIZES SHE WAS TRICKED AND COES AFTER THE PARTY. ADVENTURERS RENDER DOWN 1,000 ABYSSAL CHICKENS INTO A SINGLE SOUL COIN, AND RESTART THE WAR MACHINE, USING "KRELL ACCE" TO LVL. 2.

13 IRON DEPOSITS NEAR DIS BLOCK THE WAR MACHINE. ERINYES FORMER BROTHER TRY TO CAPTURE THE PARTY AND ENSLAVE THEM IN THE IRON MINES.

14 BACKPISSES BARD CHARMS ERINYES WITH HIS "BEAUTIFUL" MUSIC. THE ERINYES REALIZE THE BARD IS TOO VALUABLE TO BE A MINER AND MUST GO DIRECTLY TO ARCHHOLKE DISPATCHER TO PROVIDE MUSICAL ENTERTAINMENT.

15 SIX SUCCESSIVE ERINYES BACKSTAB ONE ANOTHER FOR THE HONOR OF "DISCOVERING" BACKPISSES BARD. THE OTHER ADVENTURERS PASS AS ROGUES.

16 ENTERING DISPATCHER'S COURT, BARD PLAYS LOCH LONARD FOR LORD DISPATCH. TITIVULS, DISPATCHER'S CONSORT, SENSES HIS CONSORT IS TRULY A BARD AND A CURSED HAGGIS. PUNING THE BLAME ON THE PARTY.

17 THE PARTY FLEES THROUGH THE EVER-SHIFTING HELL-CITY!! MAGIC-HATING BARBARIAN REALIZES THAT THE ENTIRE CITY OF DIS IS A MAGIC ITEM AND STAYS BEHIND TO DESTROY IT.

18 PURSUED BY AN ARMY OF ERINYES, WIZARD/ARCHAEOLOGIST ACTIVATES WAR MACHINE'S "ACQUATIC ACCE" AND THEY SPLASH DOWN TO LEVEL 3.

19 ENTERING MINAUROS, THE WAR MACHINE IS MIMED IN COZE. ARCHHOLKE HAMMON SENDS HIS CHAIN DEVILS TO CAPTURE THE PARTY.

20 CLERIC OF PHOLTUS CONVERTS AND BETRAYS THE OTHERS. THE RED DEEP OF THE PARTY IS DISGASED AND SENT TO THE SOUL MINT TO BE TURNED INTO COINS.

21 WIZARD/ARCHAEOLOGIST BUYS TIME FOR THE OTHERS BY CONVINCING THE DEVILS TO MAKE HER COIN OF A SPECIAL 24K GOLD ALLOY.

22 MAGIC-USER'S FAMILIAR, WHO HAD EVASUED CAPTURE, REFRIGERATES THE PIPE, AND THROUGH THE PIPES AND DISABLES THE SLIME PUMPS. THE MINT BEGINS FILLING WITH SLIME.

23 THE KYTONS PUT THEIR ANIMATED KILLING IN THE PIPES AND SCOOT THEM OUT, KILLING THE SNAKE. USING THE DISTRACTION CLERIC OF WEE JAS GETS HIS HANDS FREE AND CASTS "STONE SQUART" SEALING THE KYTONS' CHAINS IN THE PIPES. THE PARTY KILLS THE TRAPPED KYTONS AND ESCAPES.

24 HAMMON HAS THE WAR MACHINE DREGGED OUT OF THE SWAMP TO SELL FOR SCRAP. CLERIC OF PHOLTUS IS UNHAPPY TO LEARN THAT TO SERVE HAMMON HE MUST BE TRANSFORMED INTO A GIANT MAGGOT. HE SWITCHES SOULS AGAIN.

25 CLERIC OF PHOLTUS REGAINS THE TRUST OF HIS FORMER COMRADES BY DIVING THEM THEIR SEVERED ARMS BACK. AFFIXING A MISERANDICIOUS TO THE BOTTOM OF THE WAR MACHINE. THEY MAKE A HYPOPOCAL AND ZOOM TO LEVEL 4.

26 SEEING THE FIRES OF PHLEGETHOS, CLERIC OF PHOLTUS NOTES WITH SATISFACTION THAT THE DESCRIPTIONS IN HIS OLD SERMONS WERE CORRECT.

27 LITE BARD REGALES THE DEVILS WITH SONGS OF HOW HE SINGLEHANDEDLY BEAT LORD HAMMON.

28 MAGIC-USER AND ILLUSIONIST, BEARING A GRUDGE AGAINST ASSASSIN FROM THEIR EXPERIENCES IN THE LOST CAVERNS OF TEOZCANTH, FIRE SENTIENT FLAMES TO BURN HIM UP IN HIS SLEEP.

29 LITE BARD REGALES THE DEVILS WITH SONGS OF HOW HE SINGLEHANDEDLY BEAT LORD HAMMON.

30 NOTICING A SMALL FIRE TAILING HIM WHILE TRYING TO HIDE IN THE SHAADOWS, ASSASSIN SENSES DANGER AND EXCHANGES CLOTHES WITH FIGHTER, SUGGESTING HE TRY "MULTICOLORING". IN THE NIGHT, THE FLAMES BURN FIGHTER ASH.

31 DROPPING INTO LEVEL 5, ADVENTURERS SWITCH THE WAR MACHINE INTO "HANDPERCEP" MODE.

32 SEKOLAH, GOD OF THE SAHUAQIN, MISTAKES WAR MACHINE FOR A GIANT FENDISH SEAL AND CHARGES THROUGH THE ICE TO CONSUME IT. THE ADVENTURERS FLEE THE SINKING CRAFT.

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35 CLERIC OF WEE JAS PULLS A DOUBLE SUPER MOLOCH. SUMMON AND DEFEATS GERVON. GERVON RELUCTANTLY ALLOWS THEM TO PASS THROUGH HIS REALM.

36 FOREWARNED BY GERVON, WARDEN GLASYA ARRESTS THE PARTY FOR INTERLOPULAR TRAVELER WITHOUT A PERMIT.

37 CLERIC OF PHOLTUS CONVERTS TO WORSHIP OF GLASYA. ASSASSIN, ROGUE AND IMP HIRE WHILE THE REST OF THE PARTY ARE DRAWN & QUARTERED. CLERIC OF WEE JAS IS REDUCED TO A SKULL, BRONZED, AND MADE INTO GLASYA'S NEOLACE.

38 TO EVERYONE'S HORROR, EVEN AT -10 HIT POINTS, THEY REMAIN CONSCIOUS. CLERIC OF WEE JAS EXPLAINS THAT THEY'VE BEEN DEAD THE WHOLE TIME. ASSASSIN FINALLY REALIZES WHY MAGIC-USER AND ILLUSIONIST DON'T DIE EVEN THOUGH HE'S BEEN POISONING THEIR FOOD CONTINUOUSLY.

39 MAGIC-USER TELLS GLASYA THAT SHE AND ILLUSIONIST THINK HER TORTURE IS "A PIECE OF CAKE." INFURIATED, GLASYA CUTS MAGIC-USER AND ILLUSIONIST INTO EVEN SMALLER BITS AND STIRS THEM INTO A BATTER.

40 BUT THAT WAS MAGIC-USER'S PLAN ALL ALONG! AS THE PIECES OF MAGIC-USER AND ILLUSIONIST ARE MIXED TOGETHER, MAGIC-USER ASSEMBLES THE COMPLETE HAND OF VECNA! MAGASSIN BRIBES GLASYA WHILE MAGASSIN GIVES HER "FIVE FINGERS OF DEATH."

41 CLERIC OF GLASYA ANNOUNCES HIS CONVERSION BACK TO WORSHIP OF PHOLTUS. THE OTHER ADVENTURERS QUINTEPLE-KILL HIM AND TURN HIM INTO AN UNUSUALLY SOULSHY SOUL COIN.

42 WITH GLASYA DEAD, THE IMP RETURNS TO ITS TRUE FORM: MOLOCH. THE FORMER ARCHPOUSE MOLOCH EXPLAINS IT MANIPULATED THE PARTY TO RETURN TO MALBOLGE AND RECLAIM THE THRONE. BUT BEING LAWFUL, IT WILL KEEP ITS WORD.

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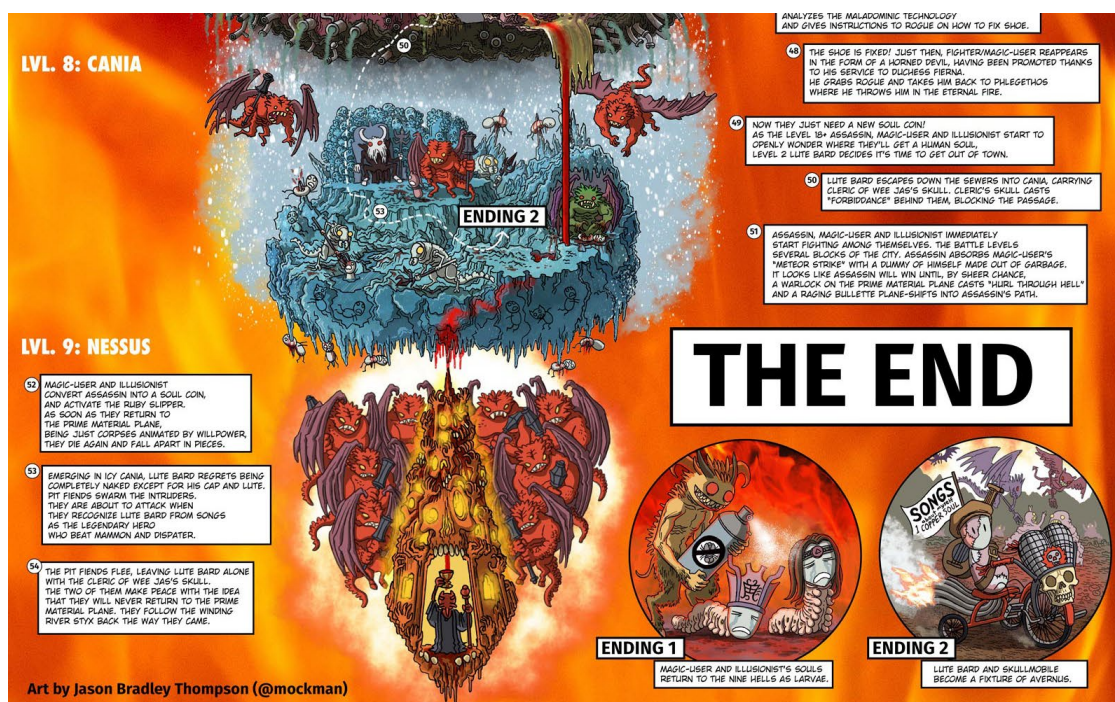
44 MOLOCH GIVES THE ADVENTURERS ONE OF HIS PLANE-SHAPING RUBY SLIPPERS (SIZE 300). THE ADVENTURERS FIT INSIDE THE WHEEL AND INSERT CLERIC OF PHOLTUS' SOUL COIN INTO THE SHOE'S CON-OPERATED ENGINE.

45 CLERIC OF PHOLTUS' ROTTEN SOUL GETS STUCK IN THE CONSOB, TRIGGERING A MASSIVE EXPLOSION WHICH DROPS THEM ALL TO LEVEL 7.

46 ENTERING THE TOXIC ATMOSPHERE OF MALADOMINI, THE ADVENTURERS ARE GRATEFUL THEY ARE DEAD AND DON'T BREATHE ANYNMORE. HORDES OF DEVILS CONVERGE ON THEM AS THEY BLENDERS DOWN THE MULTIVERSE'S BIGGEST LANDFILL IN MOLOCH'S SHOE. ASSASSIN GETS SO COVERED WITH TRASH HE IS MISTAKEN FOR A SHAMBLING MOUND.

47 THE GIANT SHOE BECOMES THE HEROES' FORTRESS AS THE DEVILS OF MALADOMINI, DRIVEN BY HUNGER AND GENTRIFICATION, SWARM THE SHOE TO ATTACK! (THEY CAN ONLY GET INSIDE BY USING THEIR SHAMBLING SKILLS)

ENDING 1



(High res version [here](#))

ABOUT THE ARTIST

Comic artist, author and illustrator **Jason Thompson** currently runs a Monday night gaming group in San Francisco. His works include the Eisner-nominated *Manga: The Complete Guide*, *King of RPGs*, *H.P. Lovecraft's The Dream-Quest of Unknown Kadath*, and the tabletop game *Mangaka: The Fast & Furious Game of Drawing Comics*. His favorite things to draw are landscapes, plants, reptiles and amphibians and you can view more of his work at his [official website](#).

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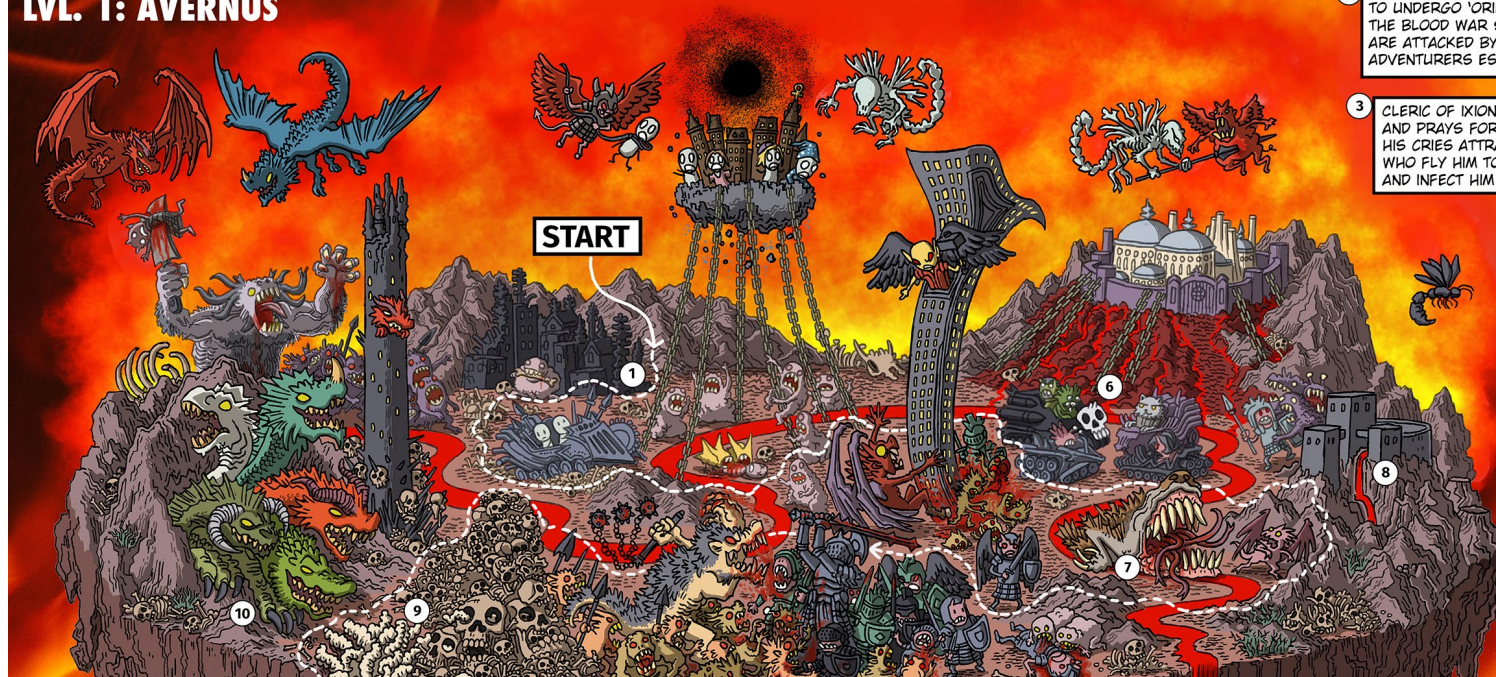
See you there! In...

the NINE HILLS

FORMERLY KNOWN AS BAATOR

An Infernal Dungeons & Dragons™ Adventure
inspired by "Descent into Avernus"
for dead characters
of all levels

LVL. 1: AVERNUS



Wa ha ha ha!! Welcome to hell, petitioners!!
Your evil deeds have prepared you all for guaranteed post-lifetime employment
working for great Asmodeus and the Lords of Hell!
Please step through the metal detector to get your badge and your new body!!

- | | | | | |
|-----------------------|----------------------|------------------|-----------------------|--------------------------|
| 1. FIGHTER/MAGIC-USER | 2. ROGUE | 3. WARLOCK | 4. FIGHTER | 5. KNIGHT |
| 6. CLERIC OF IXION | 7. CLERIC OF PHOLTUS | 8. BAGPIPES BARD | 9. BARBARIAN | 10. ASSASSIN |
| 11. MAGIC-USER | 12. ILLUSIONIST | 13. LUTE BARD | 14. CLERIC OF WEE JAS | 15. WIZARD/ARCHAEOLOGIST |

- AS DEAD ADVENTURERS ARE ABOUT TO UNDERGO 'ORIENTATION', THE BLOOD WAR STARTS AND THE DEVILS ARE ATTACKED BY HORDES OF DEMONS. ADVENTURERS ESCAPE IN THE CHAOS.
- ADVENTURERS WANDER THE HELLSCAPE OF AVERNUS. KNIGHT IS DECAPITATED BY A COMET STRIKE.
- CLERIC OF IXION LEAVES THE OTHERS AND PRAYS FOR SALVATION. HIS CRIES ATTRACT HELL HORNETS, WHO FLY HIM TO THEIR NEST AND INFECT HIM WITH HORNET LARVAE.
- WARLOCK ANNOYS EVERYONE BY CONSTANTLY TALKING ABOUT HOW AS A TIEFLING, THIS IS NOTHING TO HIM.
- WANDERING IMP JOINS THE PARTY PROMISING TO SHOW THEM A WAY OUT IF THEY TAKE HIM TO LEVEL 6.
- MAD MAGGIE THE NIGHT HAG OFFERS TO SELL A WAR MACHINE TO THE PARTY IN RETURN FOR TIME WITH FIGHTER/MAGIC-USER, "THE HIGHEST COMELINESS IN AVERNUS." ROGUE PRESSURES HIM TO DO IT.
- COIN-OPERATED MACHINE RUNS OUT OF CHANGE AND STALLS. WARLOCK SKINNY-DIPS IN THE STYX AND IS EATEN BY CROK'ETOECK.
- IN BEL'S FORGE, WIZARD/ARCHAEOLOGIST LEARNS HOW TO MELT HEADLESS KNIGHT (WHOSE BODY, DISTURBINGLY, IS STILL MOVING) DOWN INTO A FRESH SOUL COIN.
- THE ADVENTURERS RESTART THE MACHINE AND ZOOM AROUND WITH THEIR WINDSHIELD COVERED WITH DEVIL AND DEMON GUTS. WAR MACHINE STALLS AGAIN CROSSING 1000' WIDE MAGGOT PIT.

LVL. 2: DIS

LVL. 3: MINAUROS

LVL. 4: PHLEGETHOS

10 PASSING TIAMAT'S LAIR, ILLUSIONIST DISTRACTS THE DRAGON GODDESS WITH AN ILLUSION OF SIX TEENAGERS AND A BABY UNICORN. WHILE TIAMAT CHASES THE ILLUSION, THEY LOOT HER HOARD FOR 3,000 GEMS, 700 PIECES OF JEWELRY, AND THE HAND OF VECNA.

11 AWARE OF THE DANGERS OF THE HAND OF VECNA, ILLUSIONIST AND MAGIC-USER DIVIDE IT UP, ILLUSIONIST GETTING THE FINGERS AND MAGIC-USER GETTING THE PALM.

12 TIAMAT REALIZES SHE WAS TRICKED AND GOES AFTER THE PARTY. ADVENTURERS RENDER DOWN 1,000 ABYSSAL CHICKENS INTO A SINGLE SOUL COIN AND RESTART THE WAR MACHINE, USING "DRILL MODE" TO LVL. 2.

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14 BAGPIPES BARD CHARMS ERINYES WITH HIS "BEAUTIFUL" MUSIC. THE ERINYES REALIZE THAT BARD IS TOO VALUABLE TO BE A MINER AND MUST GO DIRECTLY TO ARCHDUKE DISPATER TO PROVIDE MUSICAL ENTERTAINMENT.

15 SIX SUCCESSIVE ERINYES BACKSTAB ONE ANOTHER FOR THE HONOR OF 'DISCOVERING' BAGPIPES BARD. THE OTHER ADVENTURERS PASS AS ROADIES.

16 ENTERING 'DISPATER'S COURT, BARD PLAYS "LOCH LOMOND" FOR LORD DISPATER. TITIVILUS, DISPATER'S CONSORT, SENSES HIS POSITION IS THREATENED AND KILLS BARD WITH A CURSED HAGGIS, PINNING THE BLAME ON THE PARTY.

17 THE PARTY FLEES THROUGH THE EVER-SHIFTING HELL-CITY!! MAGIC-HATING BARBARIAN REALIZES THAT THE ENTIRE CITY OF DIS IS A MAGIC ITEM AND STAYS BEHIND TO DESTROY IT.

18 PURSUED BY AN ARMY OF ERINYES, WIZARD/ARCHAEOLOGIST ACTIVATES WAR MACHINE'S "AQUATIC MODE" AND THEY SPLASH DOWN TO LEVEL 3.

19 ENTERING MINAUROS, THE WAR MACHINE IS Mired IN OOZE. ARCHDUKE MAMMON SENDS HIS CHAIN DEVILS TO CAPTURE THE PARTY.

20 CLERIC OF PHOLTUS CONVERTS AND BETRAYS THE OTHERS. THE REST OF THE PARTY IS DISARMED AND SENT TO THE SOUL MINT TO BE TURNED INTO COINS.

21 WIZARD/ARCHAEOLOGIST BUYS TIME FOR THE OTHERS BY CONVINCING THE DEVILS TO MAKE HER COIN OF A SPECIAL 24K GOLD ALLOY.

22 MAGIC-USER'S FAMILIAR, WHO HAD EVADED CAPTURE, INFILTRATES THE SOUL MINT THROUGH THE PIPES AND DISABLES THE SLIME PUMPS. THE MINT BEGINS FILLING WITH SLIME.

23 THE KYTONS PUT THEIR ANIMATED CHAINS IN THE PIPES AND ROOT THEM OUT, KILLING THE SNAKE. USING THE DISTRACTION, CLERIC OF WEE JAS GETS HIS HANDS FREE AND CASTS "STONE SHAPE," SEALING THE KYTONS' CHAINS IN THE PIPES. THE PARTY KILLS THE TRAPPED KYTONS AND ESCAPES.

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26 SEEING THE FIRES OF PHLEGETHOS, CLERIC OF PHOLTUS NOTES WITH SATISFACTION THAT THE DESCRIPTIONS IN HIS OLD SERMONS WERE CORRECT.

27 LUTE BARD AND ROGUE DEMAND THEY STOP IN ABRYMUCH, PARTY CAPITAL OF HELL. THEY ENJOY DRINKS MIXED BY THE MULTIVERSE'S PREEMINENT DEAD LAWFUL EVIL MIXOLOGISTS.

LVL. 5: STYGIA

LVL. 6: MALBOLGE

LVL. 7: MALADOMINI

28 LUTE BARD REGALES THE DEVILS WITH SONGS OF HOW HE SINGLEHANDEDLY BEAT LORD MAMMON.

29 ROGUE TRICKS FIGHTER/MAGIC-USER INTO TAKING A SHOT OF STYX WATER, AND SELLS HIM TO ARCHDUCHESS FIERNIA TO PAY ROGUE'S GAMBLING DEBTS.

30 MAGIC-USER AND ILLUSIONIST, BEARING A GRUDGE AGAINST ASSASSIN FROM THEIR EXPERIENCES IN THE LOST CAVERNS OF TSOJCANTH, HIRE SENTIENT FLAMES TO BURN HIM UP IN HIS SLEEP.

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32 DROPPING INTO LEVEL 5, ADVENTURERS SWITCH THE WAR MACHINE INTO "SNOWPIERCER" MODE.

33 SEKOLAH, GOD OF THE SAHLUAGIN, MISTAKES WAR MACHINE FOR A GIANT FIENDISH SEAL AND CRASHES THROUGH THE ICE TO CONSUME IT. THE ADVENTURERS FLEE THE SINKING CRAFT.

34 THE ADVENTURERS REACH THE HELL-CITY OF TANTLIN. LUTE BARD REGALES THE DEVILS WITH SONGS OF HOW HE SINGLEHANDEDLY BEAT LORD DISPATER.

35 IMP TELLS THE PARTY AN ENTRANCE TO MALBOLGE IS HIDDEN BENEATH GERON'S FORTRESS. CLERIC OF WEE JAS CHALLENGES GERON TO LET THEM PASS IF CLERIC CAN BEAT GERON AT A GAME OF CLERIC'S CHOICE. GERON ARROGANTLY AGREES.

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44 MOLOCH GIVES THE ADVENTURERS ONE OF HIS PLANE-SHIFTING RUBY SLIPPERS (SIZE 300). THE ADVENTURERS FIT INSIDE THE HEEL AND INSERT CLERIC OF PHOLTUS' SOUL COIN INTO THE SHOE'S COIN-OPERATED ENGINE.

45 CLERIC OF PHOLTUS' SOUL COIN GIVES STYX WATER TO THE CONDOY

LVL. 8: CANIA

ENDING 1

ENDING 2

LVL. 9: NESSUS

52 MAGIC-USER AND ILLUSIONIST CONVERT ASSASSIN INTO A SOUL COIN, AND ACTIVATE THE RUBY SLIPPER. AS SOON AS THEY RETURN TO THE PRIME MATERIAL PLANE, BEING JUST CORPSES ANIMATED BY WILLPOWER, THEY DIE AGAIN AND FALL APART IN PIECES.

53 EMERGING IN ICY CANIA, LUTE BARD REGRETS BEING COMPLETELY NAKED EXCEPT FOR HIS CAP AND LUTE. PIT FIENDS SWARM THE INTRUDERS. THEY ARE ABOUT TO ATTACK WHEN THEY RECOGNIZE LUTE BARD FROM SONGS AS THE LEGENDARY HERO WHO BEAT MAMMON AND DISPATER.

54 THE PIT FIENDS FLEE, LEAVING LUTE BARD ALONE WITH THE CLERIC OF WEE JAS'S SKULL. THE TWO OF THEM MAKE PEACE WITH THE IDEA THAT THEY WILL NEVER RETURN TO THE PRIME MATERIAL PLANE. THEY FOLLOW THE WINDING RIVER STYX BACK THE WAY THEY CAME.

Art by Jason Bradley Thompson (@mockman)

CLERIC OF PHOTUS' ROTTEN SOUL GETS STUCK IN THE COINBOX, TRIGGERING A MASSIVE EXPLOSION WHICH DROPS THEM ALL TO LEVEL 7.

46 ENTERING THE TOXIC ATMOSPHERE OF MALADOMINI, THE ADVENTURERS ARE GRATEFUL THEY ARE DEAD AND DON'T BREATHE ANYMORE. HORDES OF DEVILS CONVERGE ON THEM AS THEY SLEIGHRIDE DOWN THE MULTIVERSE'S BIGGEST LANDFILL IN MOLOCH'S SHOE. ASSASSIN GETS SO COVERED WITH TRASH HE IS MISTAKEN FOR A SHAMBLING MOUND.

47 THE GIANT SHOE BECOMES THE HEROES' FORTRESS AS THE DEVILS OF MALADOMINI, DRIVEN BY HUNGER AND GENTRIFICATION, SWARM THE SHOE TO ATTACK/ LIVE INSIDE IT. CLERIC OF WEE JAS (NOW A TALKING SKULL) ANALYZES THE MALADOMINIC TECHNOLOGY AND GIVES INSTRUCTIONS TO ROGUE ON HOW TO FIX SHOE.

48 THE SHOE IS FIXED! JUST THEN, FIGHTER/MAGIC-USER REAPPEARS IN THE FORM OF A HORNED DEVIL, HAVING BEEN PROMOTED THANKS TO HIS SERVICE TO DUCHESS FIERNA. HE GRABS ROGUE AND TAKES HIM BACK TO PHLEGETHOS WHERE HE THROWS HIM IN THE ETERNAL FIRE.

49 NOW THEY JUST NEED A NEW SOUL COIN! AS THE LEVEL 18+ ASSASSIN, MAGIC-USER AND ILLUSIONIST START TO OPENLY WONDER WHERE THEY'LL GET A HUMAN SOUL, LEVEL 2 LUTE BARD DECIDES IT'S TIME TO GET OUT OF TOWN.

50 LUTE BARD ESCAPES DOWN THE SEWERS INTO CANIA, CARRYING CLERIC OF WEE JAS'S SKULL. CLERIC'S SKULL CASTS "FORBIDDANCE" BEHIND THEM, BLOCKING THE PASSAGE.

51 ASSASSIN, MAGIC-USER AND ILLUSIONIST IMMEDIATELY START FIGHTING AMONG THEMSELVES. THE BATTLE LEVELS SEVERAL BLOCKS OF THE CITY. ASSASSIN ABSORBS MAGIC-USER'S "METEOR STRIKE" WITH A DUMMY OF HIMSELF MADE OUT OF GARBAGE. IT LOOKS LIKE ASSASSIN WILL WIN UNTIL, BY SHEER CHANCE, A WARLOCK ON THE PRIME MATERIAL PLANE CASTS "HURL THROUGH HELL" AND A RAGING BULLETTE PLANE-SHIFTS INTO ASSASSIN'S PATH.

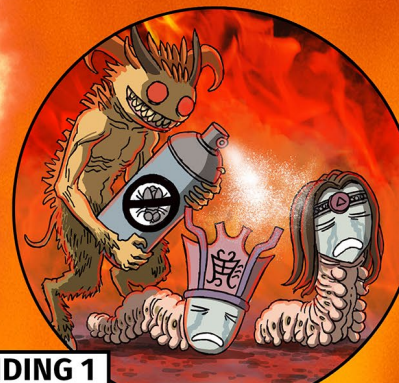
THE END

ENDING 1

MAGIC-USER AND ILLUSIONIST'S SOULS RETURN TO THE NINE HELLS AS LARVAE.

ENDING 2

LUTE BARD AND SKULLMOBILE BECOME A FIXTURE OF AVERNUS.



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D&D Classics: The Alchemist

We're all about the eyes of frog and toes of newt this issue (and may have screwed up that recipe), as we look back at alchemists appearing in *Dragon* magazine and the *Dungeon Master's Guide*!

Recent editions of *Unearthed Arcana* explored the artificer as the latest class coming to fifth edition D&D—look for it officially in November's *Eberron: Rising from the Last War*. Included as part of its class design are four specialist options: alchemist, archivist, artilleryist, and battle smith.

Of these four sub-classes, the alchemist claims the longest inclusion in the game, dating back to some of the earliest issues of *Dragon* magazine:

Dragon #2: A New D&D Class

A NEW D & D CHARACTER CLASS: THE ALCHEMIST

by Jon Pickens

The prime requisite for the Alchemist is Wisdom, but both Wisdom and Intelligence scores must exceed 12. Their alignment is NEUTRAL. Since fighting is not their normal vocation, their maximum armor class is 5, they may use only one-handed weapons (excluding magical swords), and their attack levels advance as Clerics. They have the saving throws of Fighters with a bonus of plus 2 against poison and non-magical paralyzation. They may use any potion, but only those magical items employable by all classes (see exceptions below). Psionic ability is as Fighters, with **Body Weaponry** replaced by **Molecular Agitation**. The Alchemist rolls six-sided hit dice up to Level 9, gaining 1 point per level after that. Alchemists must be human.

EXPLANATION OF ABILITIES:

Detect Poison: Allows the Alchemist to tell by explanation whether or not an item or creature is poisonous, or whether a character has been poisoned.

Neutralization Poison: This will eliminate the effects of poison up to twice the Alchemist's own level. This may only be used once per character per time poisoned and will not revive a character killed by poison.

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Identify Potion: This allows the Alchemist to correctly identify a potion. If a Potion of Delusion is not identified, check again to see if it is identified incorrectly. This may also be used to test for acids or similar compounds.

As the Alchemist advances, he gains the following special abilities:

- LEVEL 1: Ability to Read Languages (80% chance, one attempt per week per item); Ability to prepare poisons and drugs; and Ability to prepare a Potion of Delusion
- LEVEL 3: Ability to prepare potions and acids
- LEVEL 5: Ability to prepare Blade Venom
- LEVEL 7: Ability to Read Magic (and hence Scrolls) as

Name	Ex. Pts.	Detect Poison	Neut. Pois.	Neut. Para.	Iden. Potions	1	2	3	4	5	6
Student	0	20%	10%	15%	5%	-	-	-	-	-	-
Cleric	1500	25%	15%	20%	10%	-	-	-	-	-	-
Scribe	3000	30%	20%	25%	20%	1	-	-	-	-	-
Pedant	6000	35%	25%	35%	25%	2	-	-	-	-	-
Savant	12000	45%	35%	40%	35%	2	1	-	-	-	-
Scholar	25000	55%	45%	45%	45%	2	2	-	-	-	-
Philosopher	50000	60%	50%	55%	50%	3	2	1	-	-	-
Magnus	100000	65%	55%	65%	60%	4	2	2	-	-	-
Alchemist	150000	75%	65%	75%	70%	4	3	2	1	-	-
Mstr. Alchem.	300000	85%	75%	85%	80%	5	3	3	2	-	-
Mstr. Alchem., 2nd	450000	95%	85%	95%	85%	5	4	3	2	1	-
Mstr., Alchem., 3rd	600000	100%	90%	100%	95%	6	4	4	2	2	-
Mstr. Alchem., 4th	750000		95%		100%	6	5	4	3	2	1
Mstr. Alchem., 5th	900000		100%			7	5	5	3	3	1
Mstr. Alchem., 6th	1050000					7	6	5	4	3	2
Mstr. Alchem., 7th	1200000					8	6	6	4	4	2
Mstr. Alchem., 8th	1350000					8	7	6	5	4	3
Mstr. Alchem., 9th	1500000					9	7	7	5	5	3
Mstr. Alchem., 10th	1650000					9	8	7	6	5	4
Mstr. Alchem., 11th	1800000					10	8	8	6	6	4

Thieves

LEVEL 9: Ability to prepare potions from samples

EXPLANATION OF SPECIAL ABILITIES:

Poisons: Alchemists may brew potions of a strength level equal to their own experience levels. Each strength level costs 50GP and one day.

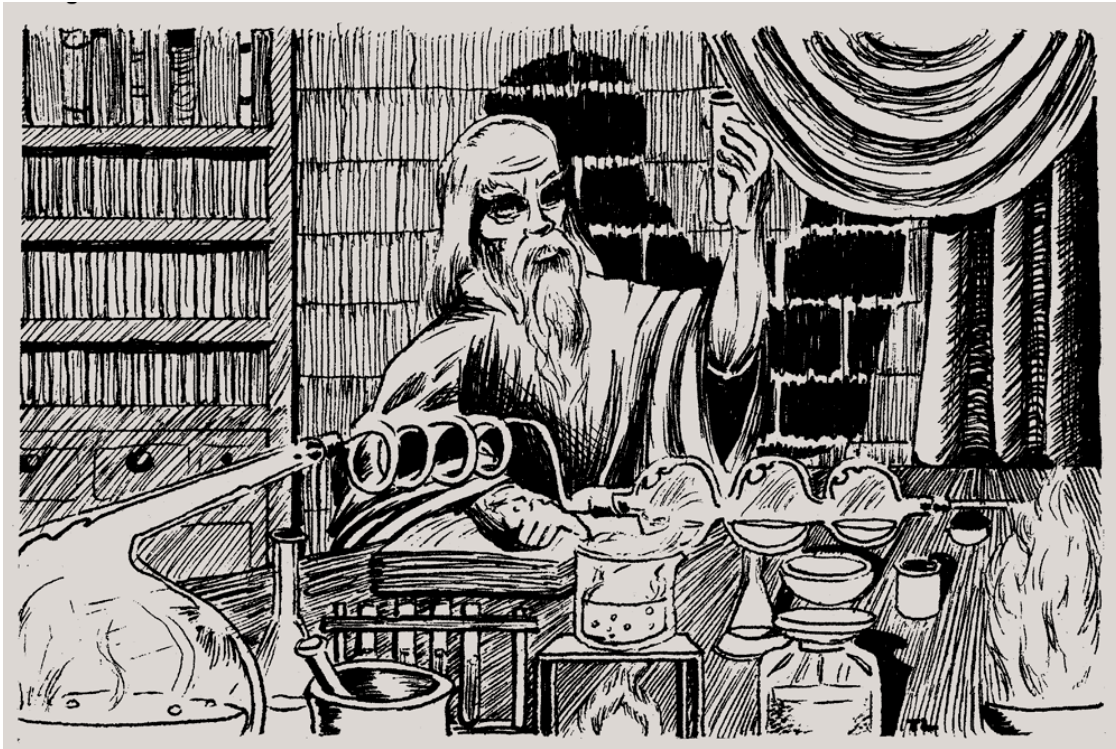
dirt by jake



Jon Pickens first presented this earliest iteration of the alchemist, which featured such abilities as detecting, identifying, and neutralizing poisons, potions, and acids. It also came with the unusual class restriction of being able to wield only one-handed weapons. Anything larger must have been too heavy for alchemists' frail arms!

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Dragon #45: NPCs for Hire

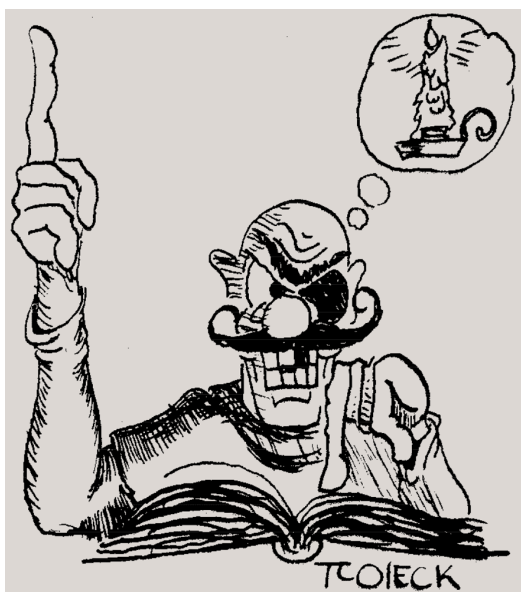


Roger E. and Georgia Moore created this version of the alchemist (along with the astrologer). While still concerned with the manufacture of potions, this NPC alchemist also practiced metallurgy for the refining of materials needed by armorers, as well as biogenesis for the creation of such monsters as the cockatrice, basilisk, and flesh golem.

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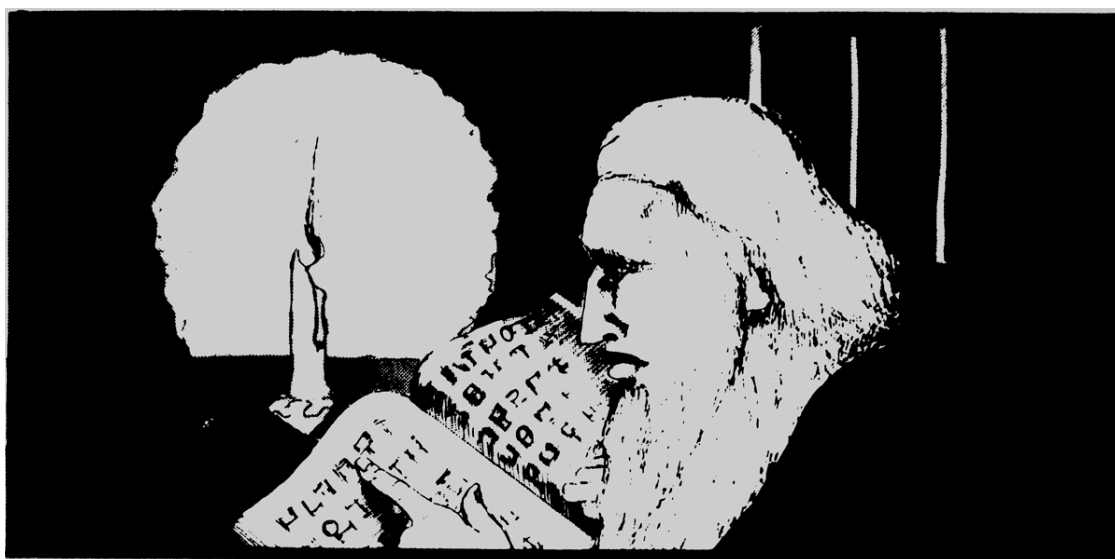
Dragon #49: A Recipe for the Alchemist

Lenard Lakofka penned this feature as part of his *Leomund's Tiny Hut* series, classifying the alchemist as a magic-user subclass. Potions and poisons were still very much part of an alchemist's repertoire but to reach that level they first have to learn the trade skills of a potter, glassblower, and brewer.



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Dungeon Master's Guide



Finally, let's look at how the alchemist was incorporated into the first edition *Dungeon Master's Guide*. Appearing as an expert hireling (pg. 29), their specific involvement was fleshed out later in the book when it came to the manufacture of potions (pg. 116).

As with many sections of the *DMG*, the surrounding miscellany makes for compelling reading, such as the suggested special ingredients for potions (e.g., want to make a *potion of heroism*? You'll need the heart of a lion). New vocabulary could also be learned. You likely know of a fortnight, but have you ever heard of a sennight?

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A NEW D & D CHARACTER CLASS: THE ALCHEMIST

by Jon Pickens

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Thieves

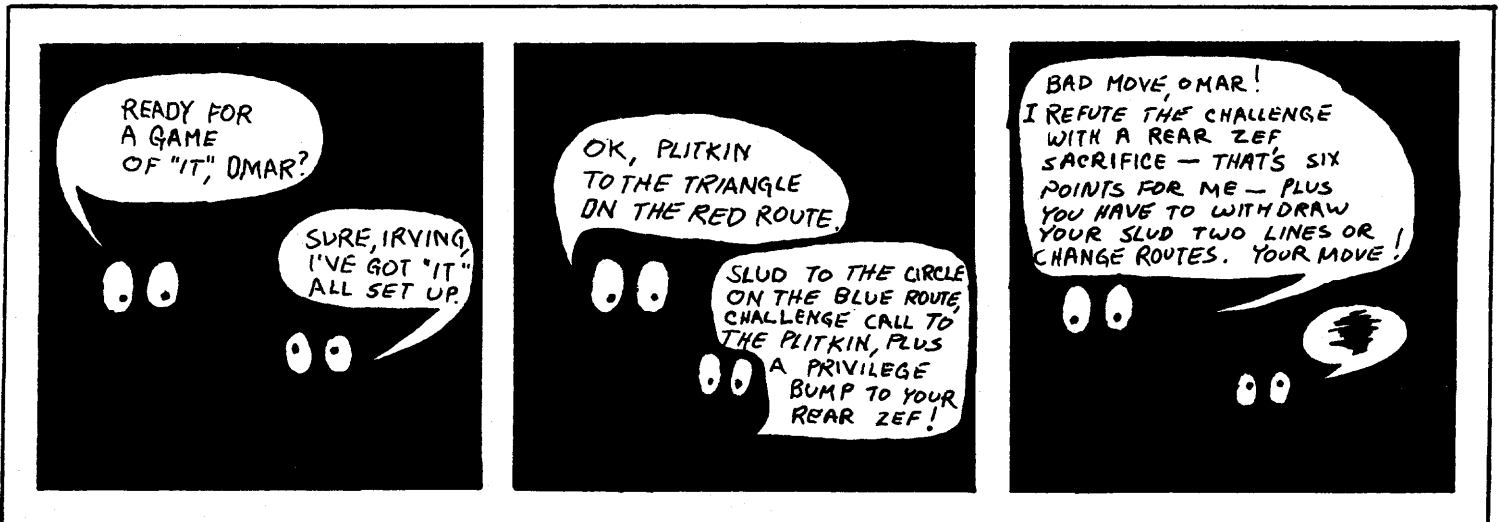
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EXPLANATION OF SPECIAL ABILITIES:

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dirt

by jake



Drugs: As poisons, but double cost. Saving throw vs. Poison at -2. If failed, the victim is unconscious for 4 hours minimum. A successful constitution/resurrection throw is required to wake up (check each hour).

Potions: These require 200GP and 1 week per level to produce (see list). Research costs are the same as MUs for Spells, but having a sample allows 9th Level Alchemists to produce the potion even if the potion has not been developed. A sample allows an Alchemist able to research a potion add 40% to his chances of success. (Option: Raise production costs to 250GP and don't allow MUs potion production)

Acids: These are produced by the gallon and do 1 six-sided die damage per level strength. These cost 100GP and 1 day per level strength. Maximum strength equals Alchemist level. From the 3rd level the Alchemist has a 15% chance of neutralizing half acid damage, providing the victim survives. This chance increases 5% for each additional level.

ALCHEMIST POTIONS

LEVEL 1

1. Heroism
2. Giant Strength
3. Animal Control
4. Water Breathing
5. Healing
6. Purification Powder (10)
7. Flash Pellets (5)
8. Dust of Sneezing (10)
9. Oil of Slipperiness
10. Tanglefoot Pills (2)

LEVEL 2

1. Speed
2. Levitation
3. Growth
4. Diminution
5. Human Control
6. Plant Control
7. Dust of Appearance (10)
8. Dust of Paralyzation (10)

LEVEL 3

1. Superheroism
2. Polymorph**
3. Fire Resistance
4. Extra-Healing
5. Fly
6. Clairvoyance
7. Clairaudience
8. Dust of Sneezing and Choking (15)

LEVEL 4

1. Invulnerability
2. Undead Control
3. Giant Control**
4. Immunization from Lycanthropes
5. Invisibility
6. Homunculi Creation

LEVEL 5

1. Dragon Control**
2. Gaseous Form
3. Treasure Finding
4. Dust of Disappearance (20)
5. Oil of Etherealness
6. Cloning Culture

LEVEL 6

1. Longevity
2. Cure Disease
3. Regeneration
4. Mind Damp

() Number of units produced

**The exact type of creature turned into or controlled is specified when the potion is started.

EXPLANATIONS OF NEW POTIONS

LEVEL 1

Dust of Sneezing — Non-fatal variant of Dust of Sneezing and Choking. Saving Throws are at -2. Dust causes a coughing spell lasting 2-8 melee rounds. Makes 10 packets of dust.

Flash Pellets — A small pellet which explodes on hard contact with an unyielding substance. If not expecting it, the victims



have a 90% chance of being blinded for 2-8 melee rounds. Don't fall into a pit. Makes 5 pellets.

Purification Powder — When sprinkled on bad food or water makes them fit to consume. Will NOT neutralize poison or drugs. Serves 10.

Tanglefoot — Small synthetic fungoid which rapidly expands to fill a 10' X 10' area with rubbery tentacles. Men require 3 turns to force their way through, a giant takes one. The tendrils dissipate harmlessly in one hour. Makes 2.

LEVEL 2

Dust of Paralyzation — Similar to the Dust of Sneezing and Choking, but the effects of missing the saving throw are paralyzation for 1 hour. Makes 10.

LEVEL 4

Immunization from Lycanthropes — Protects user from contracting Lycanthropy for a period of one month. There is a 1% chance of contracting the disease from the serum.

LEVEL 6

Cure Disease — Act as the Clerical spell

Regeneration — Acts as a Ring of Regeneration with a duration of one day, with revitalization ability if the body is fresh (up to three days, with a constitution check needed after the first). If applied over an extended period (at least two weeks) to an inactive character, it can be used to regenerate a lost member of the body.

Mind Damp — This potion renders the user immune to psionic location or attack (including Crystal Ball, ESPing, etc.) for a period of one week. The user may not employ psionic powers during this period. It renders psionic devices inoperative for that period also (ESP Medallion, Amulet of Inescapable Locating).

Other ideas for activities for high level Alchemists:

Greek Fire	Flesh Golems	Transmutation
Gunpowder	Poison Cloaks	Hallucinogens

Alchemic Magical Items include:

Any device save Wands or Staves which can summon elementals.

Alchemists can control which liquids emerge from the Jug of

Alchemy and the **Beaker of Plentiful Potions**. For other types, these items disgorge their contents randomly when poured.

The Alchemist is able to use the **Manual of Golems**.

The **Grimoire of Archaic Alchemy** adds one experience level to Alchemists and 10,000 experience points to MUs. Clerics take 7000 experience points and 5-30 points losses. Other types lose 2-20 points.

For other books, the Alchemist takes damage as a Cleric, except the **Book of Infinite Spells** which does 5-20 points to him.

The **Philosopher's Stone** looks exactly like the Luckstone and Loadstone, but is valuable only in the hands of an Alchemist. The stone contains 2-8 charges. One charge may be used to add 20% to a research roll **or** to transmute 10,000 wt points of lead into gold or silver (50% chance of each). In addition, while the stone has any charges left, the Alchemist may use it to "Cure Disease" once per day, **free**. The Alchemist may not contact a disease while he carries the stone on his person. As the stone is immune to heat (even dragon breath) it may be tested by throwing into a vat of molten lead (which would of course destroy a Luckstone). The stone disintegrates when the last charge is used.

ON POISONS

Animal poison is usually one level strength per die. Trap poison is variable.

If the level of the poison is equal to or greater than the number of dice the victim has, the victim must save vs. poison or die in 3 melee rounds.

If the poison level is less than this but half the number of the victim's dice or more, the victim must save vs. poison or suffer the effects of the "slow" Spell (the effects last until a constitution/resurrection check is successful, rolling once each hour).

If the poison level is less than that, there is no effect, but the poison accumulates. Note: this penalty might have been removed without reducing the poison level in the body by the FTR making his Constitution check at the beginning of the next or subsequent hours.

EXAMPLE: A Level 7 FTR is bitten several times by a 3-die poisonous spider.

Assume two bites and one missed saving throw. The FTR is moving at "slow" speed (4½ out of 7). If he is bitten again and misses his saving throw he is dead; but in any case the fourth bite will kill him.

Assume a Level 1 Alchemist attempts to neutralize the poison after the FTR kills the spider. Since the maximum level a 1st level Alchemist can remove is two, and since one bite cannot be broken down, the Alchemist can only attempt to neutralize 1½ levels of poison. If he misses, he may not try again. A successful attempt removes the "slow" penalty from the FTR.

Blade Venom: This special poison for application to cutting weapons costs 200GP and 1 week to prepare. The victim struck must save vs. poison or die in 3 rounds. The venom is kept in vials which contain enough for three hits with a blade or three arrows. It loses potency rapidly, becoming useless 24 hours after the vial is opened. A batch yields one vial.

Belladonna: Treat this as a ½ level strength poison.

A large dose of most poisons is easily detectable, reduce the chance of ingestion by 20% for each dose over the basic one. (A rat will usually, 90%, gulp down a ration with level one poison, but only has a 70% chance of eating a ration with a double dose of Belladonna).

For natural elimination of poison, add 1 day to recuperation

time per ½ level poisoned, or require a daily roll vs. constitution to remove a level of poison. This is in addition to any time spent recovering from wounds.

Optionally, a cleric may be allowed to remove only as many levels of poison as levels of experience he has achieved. Unlike the Alchemist, these are subtracted immediately from the accumulated levels of poison in the body of the recipient.

D & D OPTION: WEAPON DAMAGE

by Jon Pickens

The following rules are designed to replace the damage system introduced in Greyhawk:

For every three levels a Fighter advances, or every four levels a Thief advances, he may master one additional weapon and score the increased damage shown on the Expert column. Thieves are limited to expertise in sword, dagger, a combination of these, or the sling.

Instead of increasing expertise in one weapon, a Fighter or Thief with a dexterity of 13 or better may take a combination of two one-handed weapons. Each combination is unique and must be clearly recorded. In melee the wielder may strike once with each weapon or once with either weapon **and** count as shielded. No expertise bonus is given when employing this option, even though the wielder may normally have it for either weapon.

Sword and Sword, or Flail & Morning Star combinations require a dexterity of 16, as these are especially difficult to master. Only one Morning Star and/or Flail may be used in a combination.

Weapon	Normal	Expert
Dagger	1-4 points	2-5 points
Hand Axe, Mace	1-4 points	1-6 points
Dwarf Hammer, Military Pick*	1-6 points	1-6 points
Battle Axe*	1-8 points	1-12 points
Sword	1-8 points	1-10 points
Flail***	1-8 points	1-10 points
Morning Star**	1-6 points	1-8 points
Spear, Thrown/Thrust	1-6 points	2-8 points
Spear, Thrust vs. Charge	1-8 points	2-12 points
Spear, Set vs. Charge	1-10 points	2-16 points
Pole Arms****	1-12 points	1-12 points
Halberd***	1-10 points	2-12 points
2-Handed Sword***	2-12 points	3-18 points
Mounted Lance	2-12 points	2-24 points
Pike****	1-12 points	1-12 points
Arrow or Quarrel	1-6 points	1-6 points
Sling Stone	1-4 points	1-6 points

* Weapon requires not less than 4' of space on each side of the user

** Weapon requires not less than 5' of space on each side of the user

*** Weapon requires not less than 6' of space on each side of the user

**** Weapon not useable in dungeons as a general rule due to length

The 2-Handed sword requires a Strength of 16 and a dexterity of 9.

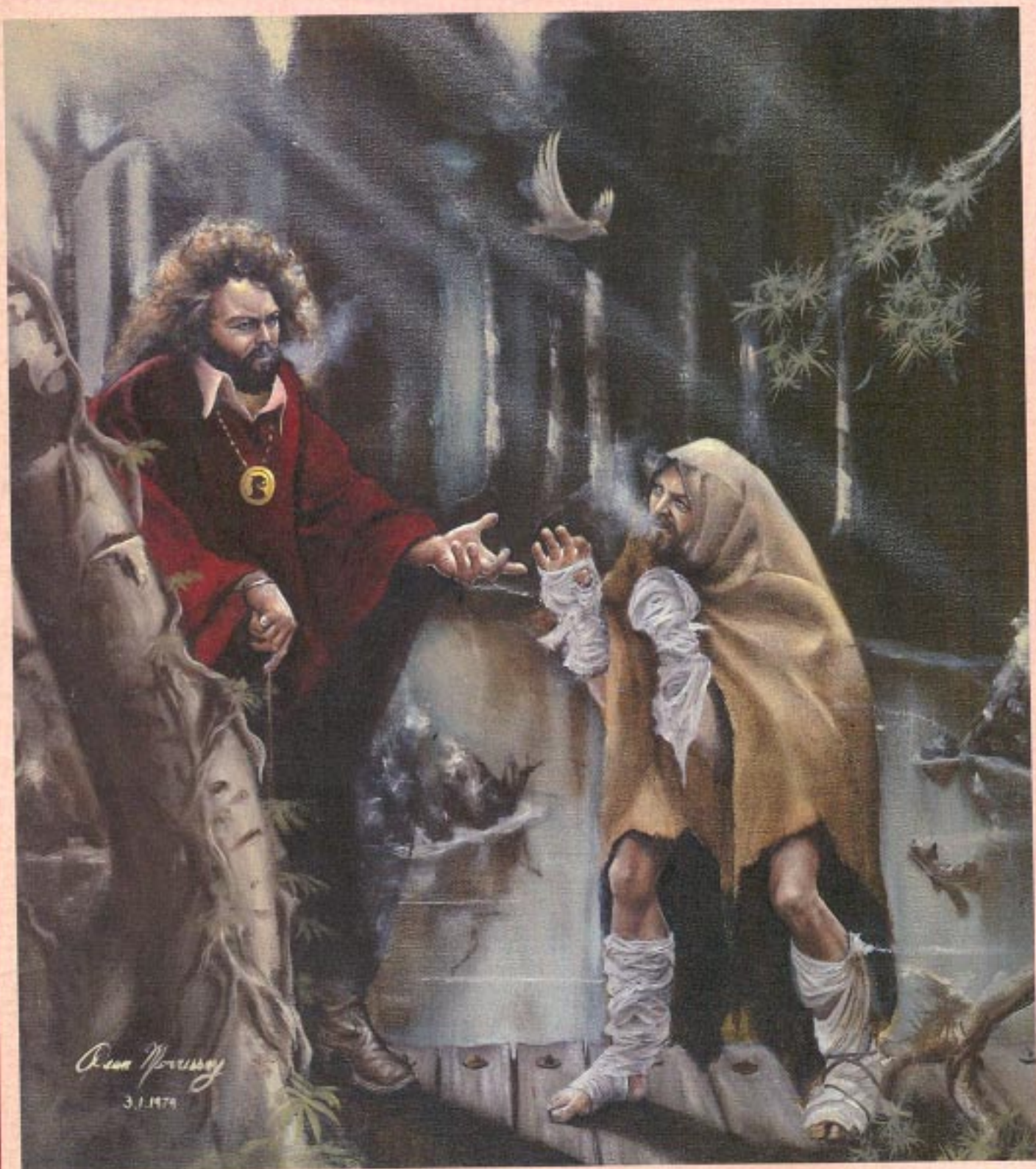
The Military Pick or the Battle Axe may be wielded in one hand if Strength is 16 and Dexterity is 9.

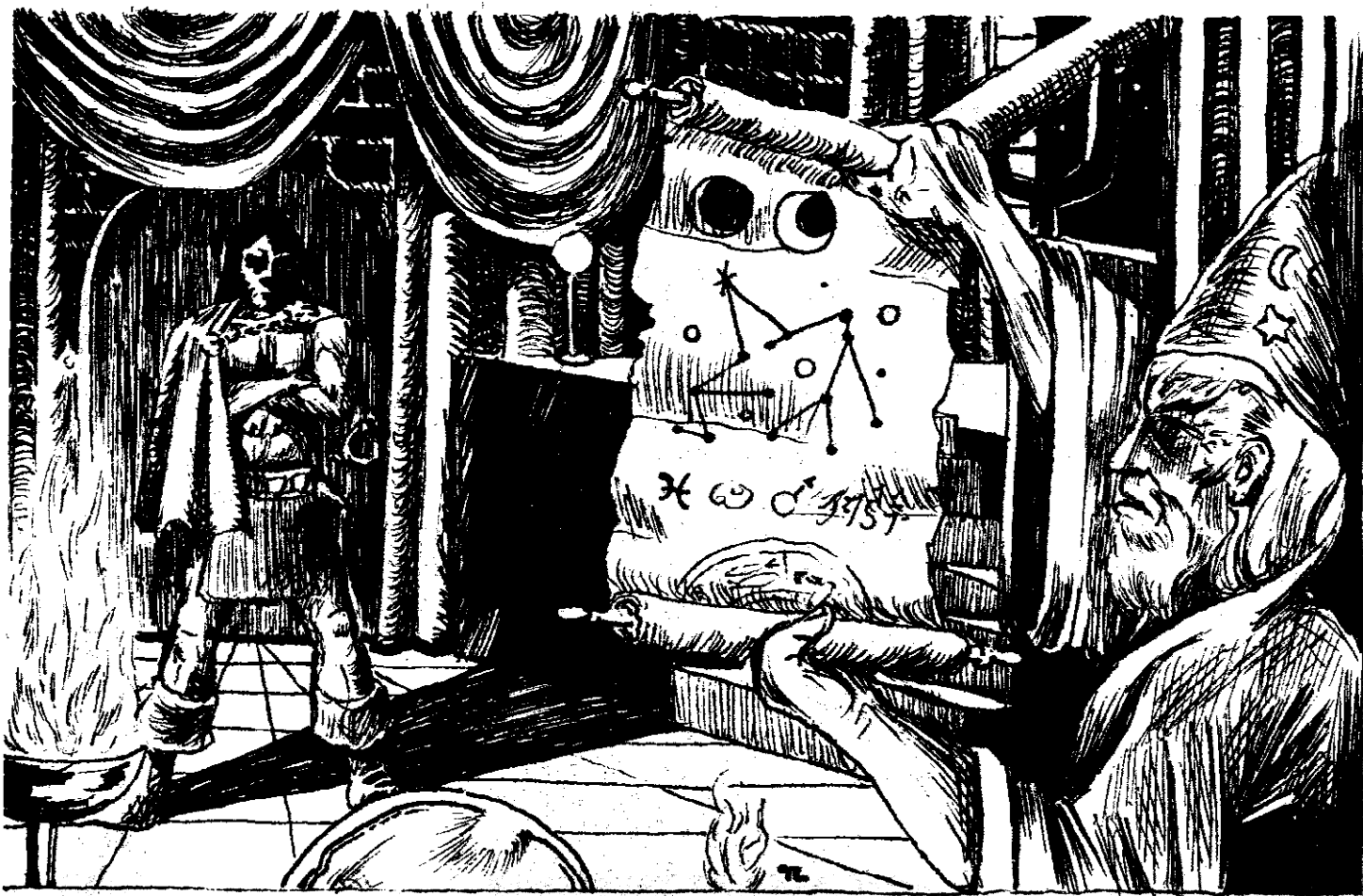
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NPCs for hire: One who predicts...

by Roger E. Moore

Astrologers are persons adept at forecasting future events through the study of the influences of heavenly bodies on earthly affairs. They are quite knowledgeable about the science of astronomy as well as astrology, and may have a strong background in mathematics and physics as well. If they are included in an *AD&D* campaign, the DM should insure that there are changing celestial phenomena visible from the lands of the campaign. Such phenomena would include phases of the moon(s), eclipses, moving planets, meteors, comets, planetary oppositions and conjunctions, occultations, etc. It is not necessary for complete astrological and astronomical charts to be drawn out whenever a character wants his or her horoscope read, however. A simpler system for prediction is given below.

Astrologers will accept employment for long terms only with Fighters, Rangers, Paladins, Thieves, and Assassins. They will consider offers for a length of time starting at one year minimum, preferring lifetime employment if at all possible. Prospective employers must have constructed a fortress or freehold in which the Astrologer may house himself or herself and all the necessary equipment. The standard monthly wage for an Astrologer is 200 g.p., though living space, study rooms, a library, and observatory areas must be offered initially as well. A minimum expenditure for the above items will run in the neighborhood of 20,000 g.p.

Any class of character may consult an Astrologer on a short-term basis for predictions or advice. Such short-term hiring cannot exceed a period of one week. Astrologers will charge a standard fee of 75 g.p.

per day for short-term employers. Most questions will take only 2-5 days to answer.

Astrologer characteristics

Strength: d6 + 6

Intelligence: d4 + 14

Wisdom: d6 + 12

Hit Dice: 7d4, plus Constitution bonuses, if applicable.

Dexterity: 4d4 + 1

Constitution: 3d4 + 3

Charisma: 2d4 + 6

Alignment: Astrologers have the same range of alignments as Sages do (see the *Dungeon Masters Guide*, p. 32).

Astrologers wear no armor and will use a dagger or staff in combat, at the same odds to hit as a 7th-level Magic-User. The age of an Astrologer ranges between middle-age and venerable. Most Astrologers (80%) are human, the rest being dwarven, elven, half-elven, and/or some other race, as the Dungeon Master chooses.

Certain minor spells may be possessed by an Astrologer at the DM's discretion. Astrologers will only be able to cast *Read Magic*, *Light*, *Continual Light*, and *Darkness*, 15' Radius. Astrologers may cast these spells from scrolls if desired. Rather than a regular spell book, the references and tomes in a well-stocked Astrologer's library provide him or her with the information to cast the spell. Only an Astrologer may use these books in this way. These spells may be cast as often per day as a 7th-level Magic-User could cast them. Astrologers who have spell-casting ability will keep their powers a secret. Magical items that are not for the exclusive use of any other single character class may be used by Astrologers, and they may use magical daggers and staves [with bonuses to hit and damage, but no other magical powers].

Horoscopes and predictions

Astrologers make a living by charting the positions of the heavenly bodies and measuring the influence of each of them on the daily lives of characters. They produce diagrams showing the projected appearance of the heavens at certain times and use these diagrams (called horoscopes) to predict the future. The predictions that Astrologers make are frequently cryptic and vague and may only describe the forces that will be interacting, the magnitude of danger to certain parties, and hints about the nature of the opposition. Adventurers may consult an Astrologer to check out the effects of a particular undertaking and see if it will be difficult or easy to accomplish.

The accuracy of a prediction depends upon the scope of the subject matter, the person or persons about whom the prediction is being made, and the length of time into the future the prediction is made for. The further into the future the Astrologer is forecasting, the more general, hence more accurate, the prediction; the prediction also becomes more accurate with the greater number of people it concerns. Note that the more accurate an Astrologer's advice becomes, the more cryptic it will be as well. Symbolism will be heavily used in all predictions.

With any sort of precognition in *AD&D*, the Dungeon Master must use considerable discretion to maintain game balance. If players find they can hire an Astrologer and get completely accurate predictions about the future, easily understandable and in detail, they will become much too powerful. Making the advice subject to several interpretations, with the possibility that the advice is wrong altogether, keeps the game from becoming stale.

Only one prediction may be made from a single horoscope, and only one horoscope may be cast per week. Whatever free time an Astrologer has during that week will be used to putter around with astrological or astronomical projects, and no real work will get done by the Astrologer. Interruption of this "off-duty" time will anger the Astrologer and possibly reduce loyalty and reaction scores to the characters involved.

Predictions concerning the actions of other player characters must be carefully hand&d, and may be frequently inaccurate.

Horoscope Accuracy

Scope	Time of Prediction up to			
	up to 1 week	1 month	up to 1 year	over 1 year
Person	5%	15%	25%	35%
Group *	15%	25%	35%	45%
City**	25%	35%	45%	55%
Nation***	35%	45%	55%	65%

* — Parties of up to 100 people, castles and inhabitants, very small tribes, and the like.

** — Parties of up to 1,000 people, fiefdoms, small towns and cities, etc.

*** — Groups of persons over 1,000 in number.

For each point of Intelligence and Wisdom over 15 the Astrologer has, add 2% to the base accuracy of any predictions made.

If an Astrologer is questioned more than once about a particular prediction, he or she will repeat whatever advice was given before, even if it was wrong. The special comments made on the Clerical spell *Augury* in the *Dungeon Masters Guide* and on the psionic discipline *Precognition* in the *Players Handbook* may prove helpful to a DM in wording the prediction. A DM should feel free to adjust the accuracy of a prediction up or down by as much as 20%, depending upon the complexity of the prediction requested. A player may ask whether or not there will be any people alive on earth 100 years from now; unless the DM plans otherwise, the answer may be a simple yes. A question on whether or not everyone alive at that time will practice the worship of a particular god will be answered in more cryptic form ("Some shall pay that being his due.") A question, as to who will be king in 100 years might receive the reply, "The lambs will follow the blind lion," which could symbolically represent any one of a number of events or personages, supposing that the prediction was accurate.

Astrologers should be relatively rare in any campaign. They can be introduced to provide clues or suggestions to players to lead them toward a particular goal. Astrologers may be found only in large cities, where they will be part of an informal organization similar to a guild. Only one Astrologer may be hired out to a player character at any time.

...and one who seeks the perfect mix

by Roger and Georgia Moore

Alchemists are persons engaged in research and experimentation with matter; they are the chemists (and, to a lesser extent, the biochemists) of the magic-oriented universe. In general, Alchemists are experienced in compounding magical and exotic substances used in making potions, and are skilled at identifying magical potions as well. Many Alchemists have specialized areas of interest, somewhat in the manner that Sages specialize in their areas of knowledge.

Any Alchemist may manufacture potions for a Magic-User, and it is recommended that the rules for costs and time to make them as given in the *Dungeon Masters Guide*, p. 116-117, be used for the sake of simplicity. The Dungeon Master should make up a list of the special ingredients necessary for each potion as the need arises. It should be remembered that the Alchemist is not going to be responsible for obtaining any of these materials, no matter how much he or she is paid! Arrangements should be made by the Magic-User to provide the necessary materials.

Special Skills

As previously mentioned, many Alchemists have special areas of

interest in their research. If not otherwise engaged in any activity for a player, the Alchemist will likely involve himself or herself in personal experimentation in a chosen field. Research costs money, however, and the Alchemist will doubtless expect some support from his patron, in the form of enough gold to purchase space and supplies the Alchemist believes necessary for his work. What support the Magic-User provides will, of course, affect that Alchemist's loyalty to the patron Magic-User.

The most common areas of alchemical research and study are listed below, with additional comments on special knowledge the Alchemists in that field will have as a result:

Elemental Essences — This field is devoted to the study of the four basic elements of the magical universe: Earth, Air, Fire, and Water. Alchemists in this field attempt to discover the four fabled essences of each of the elements (something like trying to produce the modern elements in pure atomic form). An example of such an essence is *Phlogiston*, the essence of Fire. Researchers in this area of knowledge are particularly knowledgeable about the Elemental Planes and their inhabitants, and tend to be Neutral in alignment.

Metallurgy — This field involves the study of the refining of metals, in pure or compounded forms, to meet the needs of weapon-

Alchemist Characteristics

Strength: 1d8 + 8

Intelligence: 1d6 + 12

Wisdom: 1d8 + 8

Age: Middle-aged to venerable.

Constitution: 2d4 + 8

Dexterity: 2d6 + 4

Charisma: 3d4 + 2

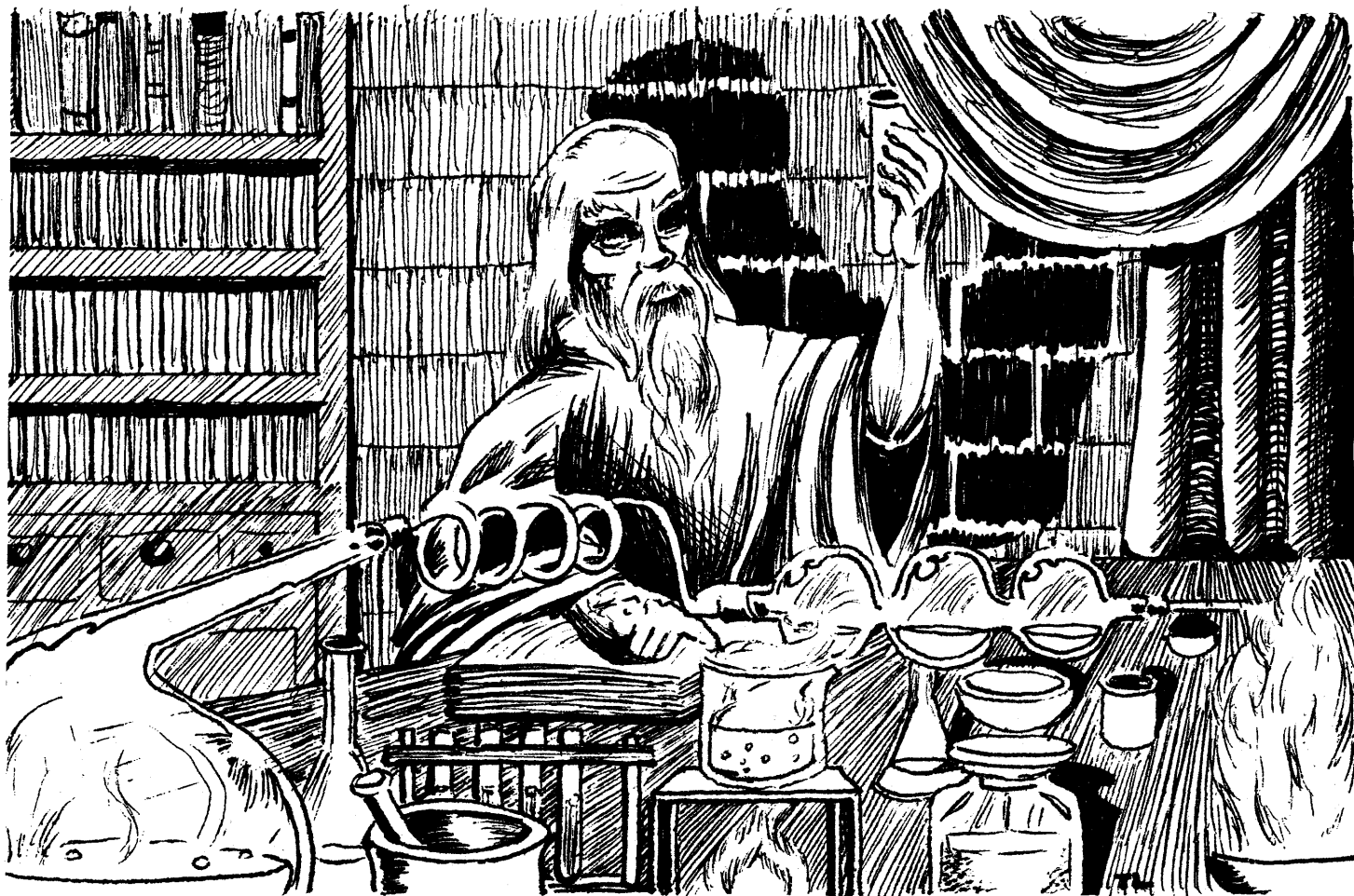
Alignment; (roll percentile score)

01-05 Lawful Good 31-45 Neutral Good 81-85 Chaotic Good

06-25 Lawful Neutral 46-65 True Neutral 86-95 Chaotic Neutral

26-30 Lawful Evil 66-80 Neutral Evil 96-00 Chaotic Evil

Hit Points: 10d4 plus constitution bonus, if applicable.



makers, armorers, builders, etc. Metallurgical Alchemists strive to discover or create the yellow "ultimate metal," *Orichalcum*, said to be light as air, yet so strong that it cannot be bent or scratched. These Alchemists are particularly knowledgeable about the manufacture of materials such as bronze, brass, high-grade steel, and other important substances.

Acids and Solvents — Alchemists in this area of research can create and identify acidic substances with ease, even exotic sorts like Black Dragon acid. They search for the *Alkahest*, the ultimate solvent, so powerful that it will dissolve any material it is in contact with. A secondary line of investigation in this field deals with finding materials to neutralize acids and their effects.

Transmutation — This study seeks ways of permanently transforming one substance into a new substance, of different chemical and physical qualities. Students of this field are familiar with the manufacture of many compounds and mixtures. Alchemists in transmutational research work toward finding the *Philosopher's Stone*, rumored to be a red powder that can transform any base metal (e.g., lead, copper, etc.) it is mixed with into one thousand to one million times its weight in gold. If the *Philosopher's Stone* is impure in quality, then it transmutes the base metal it is mixed with into silver.

Toxins and Antitoxins — Much of the research that Assassins do when studying poisons is taken up in this field, but on an even deeper level. Evil-aligned Alchemists often work in this field, though some good-aligned ones do as well, researching various antidotes, antivenoms, and the like. There are two main thrusts to the research in this field; one goal is to discover the *Aqua Mortis*, the absolute poison, instantly fatal and completely undetectable. The other goal is to find the *Aqua Vitae*, the Elixir of Life, which will cure all diseases or ills and prolong life indefinitely. Some of these Alchemists will maintain close ties with an Assassins' Guild if they are doing poison research, while those working with antitoxins may be part of a major church or religious organization.

Biogenesis — This field parallels modern biochemistry in its scope,

though of course the methods are very different. These Alchemists use chemical and magical substances to produce new and different forms of life, and are the Alchemists that must be consulted when a Magic-User desires to create a Homonculus. Other abilities of students of biogenesis include the creation of certain magical monsters such as the Cockatrice and the Basilisk, and some Alchemists are able to make a Flesh Golem (though these characters are rare indeed). Work in biogenesis is geared to ultimately producing *spontaneous generation*, the creation of organic life from inorganic material.

It should be noted that the goal of each field is the attainment of an absolute — not possible in a technological universe but not necessarily impossible in a magical universe in which the existence of absolutes is a fundamental law. Any Alchemist will only rarely (5%) achieve his or her goal to find *Phlogiston*, *Orichalcum*, or whatever in his or her lifetime. An Alchemist in the hire of a player character will *never* achieve those goals, since his or her research will be constantly interrupted by requests from the Magic-User for new potions and other diversionary research. Dungeon Masters should consider, too, the possible effects of actually developing such "absolute" materials (in what container could the *Alkahest* be kept?), and any research that is not interrupted by the player character will be costly indeed. Dust from an Outer Plane, water from the sea of another world, an ointment used in an bygone age: These are some of the possible needs the Alchemist may envision for his/her research (and most leads may well prove false!)

Hiring an Alchemist

Alchemists may only be hired by Magic-Users of 7th level (Enchanter) or above. Other classes may consult Alchemists for answers to specific questions related to that Alchemist's field of expertise, but employment for long-term projects will not be taken. Nearly all Alchemists will be found in cities or large towns, and are part of a formal or semi-formal Brotherhood that provides support for alchemical studies. An advance of 10 to 100 gold pieces must be offered, with a

promise of at least a full year of employment and a well supplied laboratory as outlined on p. 116 of the *DMG*, before an Alchemist will seriously consider employment with the Magic-User. The usual monthly payment for an Alchemist runs between 30 to 120 g.p. to cover used materials, purchases of texts, etc. The minimum expenditure for the Alchemist's laboratory should be about 10,000 g.p.

Consultation Abilities

When consulted by any character for purposes of answering minor questions or identifying potions, Alchemists usually charge a fee of 100 to 150 g.p. per day. Potion identification will take as many hours as its experience point value divided by 100; potions with no experience-point value will take 2 hours to identify. Identification has a base 90% chance of being correct, with an additional 1% added for every point of Intelligence the Alchemist has over 10. Thus, an Alchemist with an Intelligence of 17 can identify potions with 97% accuracy, and could identify a *Potion of Longevity* in 5 hours ($500/100 = 5$). The same percentage chances for success may be applied to question asked of Alchemists in their fields of expertise, such as asking a toxin-studying Alchemist to identify a poisonous substance, or asking an elemental-essence Alchemist about Salamanders on the Plane of Fire. Dungeon Masters should make their own rulings on how long such questions would take to be answered; very involved or difficult questions may take 3-18 days to be answered, if they can be answered at all.

Once an Alchemist has spent more than one day researching a topic for a player character, he or she will need two days of rest for every seven spent in the laboratory, during which time the Alchemist will do no productive Alchemical research. Loyalty to the player character may drop if the Magic-User disrupts this off-duty time frequently.

Non-Human or Part-Human Alchemists

Humans, elves, and half-elves only may become Alchemists. These are also the only races that may use magic; hence the limitation. If a Magic-User attempts to hire an Alchemist of a different race than his

or her own, then some resistance and prejudice may be encountered. These problems may be overcome given time or favorable treatment.


Final Notes

For the creation of homonculi, it is suggested that Pseudo-Dragon venom and Gargoyle blood be among the required ingredients, as well as the Magic-User's own blood, since these items bear some relationship to a Homonculus's poisonous bite and appearance. Costs and time for making a Homonculus are outlined in the *Monster Manual*.

Alchemists may engage in hand-to-hand combat using either a dagger or a club (symbolic of the pestle used in the alchemical trade), at the same "to hit" odds as a 10th-level Magic-User. They wear no armor and may use oil.

Formulas for manufacturing cockatrices may be found in L. Sprague de Camp's book, *The Ancient Engineers*, Chapter 9, "The European Engineers." Additional notes appear in *The Worm Ouroboros*, by E. R. Eddison, "Conjuring in the Iron Tower." Note that de Camp's book refers to the cockatrice as a "basilisk," and tells of an alchemical way of making gold from burnt "basilisk" parts.

At the Dungeon Master's option, cloning may be performed by biogenesis-studying Alchemists; this should be considered a very powerful (and very rarely performed) ability that will entail expenditures of 100,000 g.p. or more. Making Flesh Golems should be handled in a similar way. The *Manual of Golems* can be handled and used by Alchemists only if it discusses creating Flesh Golems; all other golem-making manuals cause 6-36 points damage to the reading Alchemist.

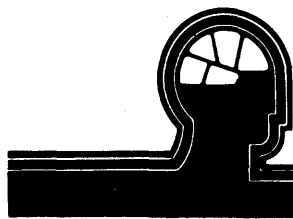
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THE TRIBES OF CRANE

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The creatures of Crane are as varied as its geography. Cattle, goats, and the caribou are the mainstay of the tribes, depending on the geography. But horses and the great mancarrying war hawks are important to the fierce warriors. Many undomesticated creatures also inhabit Crane such as the Euparkeria, a huge bipedal lizard that feeds on cattle in the grasslands of Crane.

Interaction between players is very common. Alliance, trade, and combat are always possible. Combat is determined in part by a comparison of tactics used by the antagonists, the relative number of warriors, and the geography.

The game's objective is to increase the relative strength and prosperity of your tribe which is measured by different criteria, depending upon the type of tribe, and thus obtain points. Players try to obtain high average points per turn thus placing new players on a par with those who have been playing longer.

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A recipe for the Alchemist

Leomund's TINY HUT

by Lenard Lakofka

The alchemist is an obscure sub-class of magic-user. He/she is always a non-player character, as the rules here will indicate. The class is detailed because information on the alchemist is of value when he/she is encountered in a town or hired by a player character as a henchman. It is helpful if the DM knows what an alchemist can and cannot do.

His profession encompasses some of the common trades, and thus tradesmen, when encountered, might have minor knowledge of alchemy. These trades are those of potter, glass blower, brewer and distiller as defined within the text. Brewers and distillers need not learn magic, of the type used by alchemists, to ply their trades.

An alchemist must have the following minimum or maximum scores: strength at least 9, intelligence at least 10, wisdom at least 6, dexterity at least 9, constitution at least 14 and charisma less than 16. Humans, elves and half-elves may be alchemists. Only humans can become masters and grandmasters. An alchemist may never be a multi-classed character.

Experience is gained by alchemists only from plying their trade and never from adventuring. Experience is given as fol-

lows, in case you wish to advance a non-player novice through a few ranks to be more useful to the party as a henchman.

For each piece of pottery used in the trade, 3xp (this award cannot be given beyond 3rd level).

For each major glass instrument blown/crafted, 6xp (this award cannot be given beyond 5th level).

For each potion identified by the "10% test," 7xp (this award cannot be given beyond 7th level).

For each potion made correctly, 10% of the potion's xp value. If no xp value is given, then award 20 points. This award is given for every properly made potion.

For each poison made correctly, 5xp for a mild poison, 15xp for a toxic poison, 25xp for a lethal poison and 40xp for a destructive poison. This award is not given to Masters and Grandmasters.

For each mixture analysis done correctly, 45xp.

For each spell learned, 7xp per level of the spell.

Alchemists must have specific intelligence levels to obtain higher magic spells as well as for the more complex potions. If the alchemist is not smart enough, he/she will never be able to

ALCHEMISTS ABILITIES

See text for an explanation of each listing. All percentages give the chance of success.

Level of alchemist	Craft accuracy		Potion Identification via:			Manufacture		Poisons:		Potions:			
	Pottery	Glass	"10% test" of a known potion	Analysis of a known potion	Analysis of an unknown potion	Mild	Toxic	Lethal	Destruc- tive	first	second	third	fourth
1	93%	—	—	—	—	—	—	—	—	—	—	—	—
2	94%	70%	—	—	—	—	—	—	—	—	—	—	—
3	95%	75%	60%	—	—	—	—	—	—	—	—	—	—
4	96%	80%	65%	—	—	—	—	—	—	15%	—	—	—
5	97%	85%	70%	—	—	—	—	—	—	25%	20%	15%	10%
6	98%	90%	75%	—	—	—	—	—	—	48%	35%	29%	23%
7	99%	95%	80%	—	—	65%	48%	36%	27%	71%	50%	43%	36%
8	100%	100%	85%	85%	60%	81%	64%	52%	43%	94%	65%	57%	49%
9	100%	100%	90%	91%	70%	97%	80%	68%	59%	100%	80%	71%	62%
10	100%	100%	95%	97%	80%	100%	96%	84%	75%	100%	95%	85%	75%
11	100%	100%	100%	100%	90%	100%	100%	96%	91%	100%	100%	99%	88%

Potions listed by difficulty

This list tells what potions can be made by prescriptions written in Alchemese. Alchemists who do not have the proper intelligence cannot make potions of greater difficulty than their intelligence will allow. Substances are also in the list.

First Difficulty

Intelligence 10+

Animal Control
Climbing
Delusion
Levitation
Sweet Water
Skeleton/Zombie Control
Water Breathing
Dust of Appearance

Second Difficulty

Intelligence 12+

Clairaudience
Clairvoyance
Diminution
Fire Resistance
Healing
Oil of Slipperiness
Philter of Love
Poison
Speed
Ghoul/Ghast Control

Third Difficulty

Intelligence 14+

ESP
Extra Healing
Flying
Gaseous Form
Invisibility
Longevity
Philter of
Persuasiveness
Plant Control
Polymorph Self
Wight/Wraith/Shadow
Control
Dust of Disappearance
Dust of Sneezing
& Choking

Fourth Difficulty

Intelligence 16+

Dragon Control
Heroism
Human Control
Invulnerability
Oil of Ethereality
Super-Heroism
Treasure Finding
Ghost/Vampire/
Spectre Control
Keoghtom's
Ointment
Nolzur's Marvelous
Pigments

cast higher-level spells or make the most complex potions. Alchemists must have an intelligence of 12 for 3rd-level spells and second-difficulty potions; intelligence of 14 for 4th-level spells and third-difficulty potions; intelligence of 16 for 5th-level spells and fourth-difficulty potions.

The alchemist writes "prescriptions" in a special language. His/her spells, if any, also are written in "Alchemese." Thus, a magic-user cannot use an alchemist's spell book without both Read Magic and Comprehend Languages. Once an individual spell is understood the magic-user would not have to resort to using those two spells again to read that particular spell.

In like manner, an alchemist must have *Read Magic* and *Write* to transcribe a spell from a magic-user's book to his book. He/she can never learn the spell directly from the magic-user's book and transcribe it later. It must be translated and then written down. Copying a spell without *Write* is possible but the chance of error is 10% per level of the spell and the time required is one week per spell level. An error in the spell will ruin it 80% of the time but the other 20% it will cause it to backfire. Clerics and Illusionists cannot understand Alchemese, but neither can an alchemist read their scrolls or books.

Alchemists can begin to make potions at 4th level, but the chance of misconcoction at that level is quite high. Some potions, as mentioned earlier, are beyond the intelligence of some alchemists and thus are doomed to failure. Even a 5th-level alchemist with the proper intelligence may attempt a fourth-difficulty potion, but his chance of success is rather small.

Alchemists may not wear magic armor of any type, including *Bracers of Defense*, but items that are of *Protection* (cloaks and rings) may be used. Alchemists rarely use weapons but they may learn the use of two, the dagger (never thrown) and the dart. Those two weapons may be magical. Alchemists cannot employ rods or staves and only wands of *Detection* and *Magic Missile* can be used. Even with *Read Magic*, scrolls are useless to alchemists.

The alchemist may own the following items from the miscellaneous magic list in the DMG: *Alchemy jug* (a Master can obtain two types of liquid per day from the jug), *Bag of Transmuting*, *Bag of Holding*, *Beaker of Plentiful Potions*, *Brooch of Shielding*, *Crystal Ball*, *Decanter of Endless Water*, *Dust of Appearance*, *Dust of Disappearance*, *Dust of Sneezing and Choking*, *Flask of Curses*, *Helm of Comprehending Languages* and *Reading Magic*, *Helm of Telepathy*, *Keoghtom's Ointment*, *Manual of Bodily Health*, *Mirror of Mental Prowess*, *Nolzur's Marvelous Pigments*, *Periapt of Health*, *Periapt of Proof Against Poison*, *Scarab of Protection*, *Stone of Good Luck*, *Stone of Weight*, and the *Iron Flask of Tuerny the Merciless*.

If forced into combat, Alchemists fight as Magic-users. They make saving throws as a M-U, at minus 2 on all forms except vs. spells.

Certain aspects of alchemists' spells, such as range, duration and area of effect, will vary according to the alchemist's "level of magic," which is not necessarily the same as level of experience. The "level of magic" at which an alchemist can cast a spell is determined by the alchemist's hit dice; for instance, a Scholar is a 7th-level alchemist in terms of experience, but he/she has 4+6 hit dice, so his/her magic will be cast at 4th level. Alchemists do not progress in level or spell-casting ability beyond Grandmaster, which is the 11th level of experience and has a "magic level" of 7.

Multiple Grandmasters can exist, but rarely in the same vicinity. If two Grandmasters are in the same town, one might well try to do in the other.

All alchemists will be lawful in alignment, and 80% of them will be lawful neutral with 10% lawful evil and 10% lawful good. It is possible for low-level alchemists to observe other alignments, but they all will have changed to lawfulness by the time they reach 6th level (Identifier).

ALCHEMISTS TABLE						
Level	Title	4-sided dice for hit points and magic level	Experience points	Spells learnable by level	Special notes	
				1 2 3 4 5		
1	Potter	1	0-1000	- - - - -	A	
2	Glassblower	1+2	1001-3200	- - - - -	B	
3	Apprentice	2+2	3201-6000	1 - - - -	C	
4	Brewer	2+4	6001-10000	2 - - - -	D	
5	Alember	2+6	10001-18500	3 - - - -	E	
6	Identifier	3+6	18501-30000	4 1 - - -	F	
7	Scholar	4+6	30001-50000	4 2 1 - -	G	
8	Graduate	4+8	50001-75000	4 3 2 - -	H	
9	Alchemist	5+8	75001-110000	4 3 3 1 -	I	
10	Master	6+8	110001-200000	4 4 3 2 1		
11	Grandmaster	7+8	200001+	4 4 4 2 2		

Explanation of Special notes

At the first through ninth levels of experience, an alchemist acquires certain special abilities and characteristics for rising to each new level. Abilities and characteristics acquired at lower levels always apply at higher levels as well, unless superseded by a higher-level ability. (For example, the description under Special note "A" says "A Potter has no knowledge of alchemy whatsoever." Obviously, this characteristic does not apply to a alchemist of sufficiently high level, although a high-level alchemist would certainly retain the knowledge and skill of Potter.)

A. A Potter can do little more than craft pottery used by the alchemist to heat, stir, grind and store items. He learns how to tend for the hearth. Each pot must be made from scratch. This process will take at least 48 hours. The percentage chance given in the abilities chart is for a successful crafting. Failure means the pot will be useless. A Potter has no knowledge of alchemy whatsoever. Pottery sells for from 1-100SP per unit, depending on the item.

B. A Glassblower makes beakers, flasks and other glass items used in the laboratory. His craft will take from 3-8 hours per piece. The chart measures his/her chance of success by level; note that Graduates (8th level) and higher always craft pottery and glassware successfully. Glass items sell for 6-600SP per item. The amount of pottery and glass needed for any experiment will be determined by the DM. Alchemists often have a number of novices working for them so that they do not have to make pots and glassware themselves. Both Potters and Glassblowers might go on in those trades and never take up further alchemist studies.

C. An Apprentice begins to learn magic of a minor sort. Each is taught *Read Magic* and can learn various other spells as outlined herein. Apprentices are taught trial-and-error potion identification, commonly called the "10% test." A list of potions so tested must be kept for each Apprentice as he/she progresses in rank. Only potions that are fully understood through prior testing can be examined and identified by this 10% imbibing. The Apprentice learns to study the reaction of the liquid and not to look for taste, smell, or color, since since potions with identical effects may be totally unlike in taste or color if made by different alchemists. Obviously, identical potions made by the same alchemist will have identical taste, smell, color, etc.

Potions never tested before will be unknown to the Apprentice but will add to his/her knowledge. A Grandmaster always knows a similar potion by the "10% test" if he/she has imbibed one before. Apprentices charge 40GP for this service, and 10GP may be added per level of the alchemist for this test due to the better accuracy achieved at higher levels.

Spells other than *Read Magic* must be learned just as a magic-user learns a spell. Remember that alchemist spells are written in Alchemese and must be in that form to be memorized/learned. The charge for casting a spell, if appropriate, is given in the spell list.

D. A Brewer learns ways of preparing various compounds by boiling and mixing ingredients. He/she must be told what to mix, or the results are 85% likely to fail. Potions of the first difficulty can be attempted in this way, but failure will result in a potion that has the opposite result. *Animal Control* will cause the animal to feel blind rage. *Climbing* will cause the figure to be pushed away from the surface being climbed. *Delusion* will cause the imbiber to become more alert and thoughtful, but then he/she will give in to almost any suggestion. *Levitation* will cause the figure to plunge as if he/she weighed twice as much, thus damage will be double and saving throws for items will be at -1. *Sweet Water* will pollute the sample even more and turn it into a mild poison (2d4 damage). *Skeleton/Zombie Control* will cause those monsters to attack the imbiber, foregoing all other victims. Any cleric within 20 feet of the imbiber will be unable to turn or destroy the monsters. *Water Breathing* will cause the figure to gag and cough and speed the rate of drowning by 100%. *Dust of Appearance* will fail so that invisible objects will not be revealed. However, all adverse results of making such a potion will initially not be evident, causing the Brewer or imbiber to believe the potion is correct. A defect in an improperly prepared potion is detectable by the 10% test or by regular analysis, but at -30% to the normal chance for proper identification.

Brewers can make various chemical compounds but never any item that requires crystallization or distillation (i.e., potions of materials of the second or higher level of difficulty). Brewers are 75% likely to know how to brew beer, ale and/or malt liquors. They often prepare these liquids for extra money if their master will allow such "nonsense."

E. An Alembic is a student of distillations of various types. He is allowed to perform various steps in potion manufacture but always under direct supervision. He is taught the first elements in the alchemist's written language, Alchemese. Unless *Comprehend Languages* is available, another figure cannot read an alchemist's prescription on how to make a potion. At 11th level, magic-users can learn this language so that they no longer need an alchemist to make a potion. Alembics can attempt a potion of their own but such a potion, even if *Comprehend Languages* is available, might fail.

Those percentages are given in the alchemist abilities chart. However, failure will produce specific results. Roll percentile dice and consult the following table to determine success or possible after-effects of a potion that fails.

Result	Alchemists only	A non-alchemist or a magic-user under 11th level using <i>Comprehend Languages</i>
Success	1-25	1-15
Complete failure	26-45	16-50
Explosion (6d4 damage)	46-50	51-58
Half efficacy	51-60	59-64
Opposite effect	61-70	65-79
Mild poison (5d4 damage)	71-90	80-90
Toxic poison (5d6 damage)	91-96	91-96
Lethal poison (Death unless a save is made; 4d6 damage in any case)	97-00	97-00

Modifiers to percentile dice roll: For alchemists of 6th level (Identifier) or higher, subtract 23 for each level higher than 5th. For non-alchemists or magic-users under 11th level, subtract 2 for each level higher than 1st. Note that the subtraction for a 10th-level or 11th-level alchemist is always greater than 100; hence, all potions manufactured by them are successful. All modified results of less than 01 are treated as 01.

Examples: A Scholar (7th level) reads a potion prescription based on his knowledge of Alchemese. He is allowed to subtract two times 23 from any dice roll. If he rolls 86, he subtracts 46 for a result of 40 (complete failure). A fighter of 8th level with a *Helm of Comprehend Languages and Read Magic* would be allowed a subtraction of 7 (levels over 1st) x 2, or 14, from his/her dice roll in trying to make a potion. Such a fighter would still have to have an intelligence sufficient to make the potion (i.e. depending on the degree of difficulty of the potion), so that a fighter of intelligence 11 could not make a potion of the second difficulty even with the helm. Note that an 8th-level magic-user would have just as much chance as an 8th-level fighter. Only at 11th level do magic-users gain real alchemist abilities. The conversion table for magic-users to alchemists is given below:

Magic-user level	Equivalent alchemist level
11 - 12	8
13 - 14	9
15 - 16	10
17+	11+

Thus, in any attempt to perform any function of an alchemist, a 14th-level magic-user is equal to a 9th-level alchemist. It must be noted that a magic-user of 11th or higher level gains no extra spells by learning alchemy. If he/she wishes to learn and then memorize a spell written in Alchemese it is at the level in alchemist terms regardless of what level spell it might be for the magic-user.

Example: A Wizard (12th level) wishes to learn the spell *Magic Missile* written in Alchemese. It is a 5th-level alchemist spell and must be learned at the Wizard's 5th level even if he/she knows it at first level as a magic-user. Further, the Wizard will only obtain the results with it that an alchemist would obtain, i.e. four Magic Missiles. That would be true even if the Wizard were 20th level! Thus, magic-users use the equivalent alchemist level when learning such spells. An alchemist's highest effective level for the purpose of range, duration, etc. is 7th.

F. The Identifier begins to learn second-level alchemist spells. *Identify Potion* is always taught first and the student may consider his/her intelligence as being two full points higher for the learning percentage on this important spell. The Identifier learns no new skills.

G. The Scholar is given the knowledge of third-level alchemist spells as well as the knowledge to make poisons. He/she can make poisons in four stages: mild, toxic, lethal and destructive. His/her chance of success is measured in detail as follows:

Type of Poison	Damage Inflicted:			Manufacture result:		
	Failed Save	Successful Save	Saving throw modifier	Success	Failure	Half efficacy
Ingested types						
Mild ("A")	5d4	2d4	+2	1 - 65	66 - 88	89 - 00
Toxic ("B")	5d6	3d4	+1	1 - 48	49 - 84	85 - 00
Toxic ("C")	5d8	5d4	0	1 - 40	41 - 84	85 - 00
Lethal ("D")	Death	4d6	0	1 - 36	37 - 75	76 - 00
Destructive ("E")	Death	5d6	-1	1 - 27	28 - 68	69 - 00
Insinuate types						
"A"	4d4	0	+1	1 - 70	71 - 90	91 - 00
"B"	4d6	0	0	1 - 55	56 - 92	93 - 00
"C"	4d10	0	-1	1 - 37	38 - 84	85 - 00
"D"	Death	0	0	1 - 27	28 - 78	79 - 00

Half-efficacy poisons do the same damage as if there were a successful saving throw versus poison on a full-strength ingested poison. If the saving throw versus a half-efficacy poison is made, there is no damage whatsoever. Half-efficacy insinuate poisons do 2d4, 2d6, 2d10, and 2d12 respectively if the saving throw versus poison fails. If the saving throw is made there is no damage. These poison types conform, roughly, to the list given on page 20 of the DMG.

Modifiers to Manufacture result dice roll: Subtract 16 from the roll for each level of the alchemist above 7th level. Subtract only

8 from the die roll for each level of a magic-user above 11th level and limit the subtraction to 40. Magic-users just do not make poisons as well as alchemists do. In fact, you might wish to forbid magic-users from making poisons altogether. The cost of the various poisons is given in the DMG, page 20.

H. Graduates learn analysis techniques of potion identification so that imbibing is not necessary. 10% of the potion is consumed in the analysis. Without the text of the prescription in the Graduate's book, he/she is 40% likely to misidentify the potion. With the prescription, the chance for misidentification is only 15%. Any analysis has a 10% chance to produce an explosion. Check for this chance before determining if the analysis was a success or not. The chance is reduced by 2% per level above 8th so a Grandmaster is only 4% likely to have his lab explode. The explosion so produced will deal out 4d4 points of damage. The charge for such an analysis is 150GP.

I. Alchemists of 9th level learn what will occur if two potions are mixed. They can, by chemical analysis, predict with 70% accuracy the result of a potion mixture. This accuracy is 80% for a Master and 90% for a Grandmaster. Use the chart on page 119 of the DMG. If the accuracy percent is diced then tell the player the proper result. If it is not, re-roll and tell the player the new result. The cost of the miscibility analysis is 450GP. This analysis actually requires mixing about 5% of the two potions and thus the actual result does occur, but at a substantial reduction. Explosion will deal out 1d8 of damage. Explosion might also occur due to the analysis itself. This is 20% likely for an Alchemist, 15% for a Master and 10% for a Grandmaster. Explosion due to the analysis will yield 4d6 points of damage.

If two alchemists prepare identical potions, they will mix in the same way only if the prescriptions are identical. Thus, a Healing potion could be mixed with a potion of *Gaseous Form* and an explosion might result. However, if either of the two potions were made from a different prescription a new result would be obtained if they were mixed.

Giving formulas for each and every potion would be a waste of time. Some suggested key ingredients are given in the DMG (pages 116 & 117). Others can be substituted. A prescription for any particular potion will tell the key ingredient. Substitution of the key ingredient should reduce the chance of success by 10% for a first-difficulty potion, 16% for a second-difficulty potion, 23% for a third-difficulty potion and 40% for a fourth-difficulty potion.

Some items might be bought by alchemists when obtained by a party. The items can be traded for potions or for a reduced price in buying/making/testing a potion. Alchemists, since they are such poor fighters and since they have so few useful combat spells, will rarely 'go on an adventure, even if some important raw material might be obtained. Alchemist henchmen, of any level, will go on a trip only if there is ample protection and they do not have to go into danger themselves. Alchemist henchmen will give their bosses a slight discount on the cost of any potion they make. After all, he/she is providing room and board and perhaps even raw materials. Alchemists, Masters and Grandmasters like to hire from 3-10 helpers/novices to help in the lab. They would like their mentors to pay for these hirelings. Alchemists, Masters and Grandmasters who have set up shop in a town will have hirelings, including guards of various types. This overhead will mean that potion prices, as well as testing prices, will be as much as 40 to 100% more than the listed prices.

ALCHEMIST SPELLS

Each spell is identical to the appropriate magic-user, clerical or druidic spell — but remember to use the hit dice of the alchemist for equivalent level when figuring range, duration, area of effect, etc. Magic-users of 11th level and above use the equivalent dice of the alchemist to determine these variables and not their own level! Alterations in an existing spell are marked with an asterisk (*) and noted following the lists. A new spell unique to alchemists, but usable by magic-users, is

marked with a number sign (#). Given also in some cases is a cost (to the customer) to cast the spell.

First Level

Comprehend Languages (45GP)
Detect Magic (150GP)
Erase (80GP)
Identify Minerals # (125GP)
Mending * (40% of item value)
Produce Flame
Purify Water (100GP)
Stir #
Wizard Glue # (225GP per effective level)
Write * (200GP/spell level)

Second Level

Affect Normal Fires (10GP)
Create Water
Enlarge
Faerie Fire
Identify Potion # (80GP)
Identify Plants # (50GP)
Preserve # (150GP)
Shatter
Shrink
Unseen Servant

Third Level

Freeze Metal * (50GP)
Heat Metal * (50GP)
Identify Poison # (75GP)
Leomund's Trap (125GP)
Magic Mouth (145GP)
Slow Poison (200GP/effective level)
Tenser's Floating Disk
Wizard Lock (200GP)

Fourth Level

Extension I
Find Familiar *
Fools Gold
Find Plants # (125GP)
Glyph of Warding (shock or explosion)
Knock
Levitate
Neutralize Poison (1000GP)
Pyrotechnics
Stone Shape (400GP)

Fifth Level

Burning Hands
Dispel Magic (700GP)
Explosive Runes
Glyph of Warding (paralyzation or blindness)
Magic Missile (4)
Locate Object (300GP)
Polymorph Other
Polymorph Self
Telekinesis
Transmute Rock to Ore # (150GP plus 10% of ore value)

Spell notes

First level

Identify Minerals: Via this spell the alchemist can determine if an outcropping contains a specific mineral he/she is seeking. The mineral must be named prior to spell casting. Minerals can be complex or simple. The spell will take 1 round to cast, it will last for 1 turn per effective level of the alchemist, and will cover an area of ten feet by ten feet to a depth of sixty feet. Man-made structures as well as any plant or plant byproducts will foil the

detection. Once a metal is smelted it cannot be detected, since the spell only locates minerals in their natural state.

Mending will only work on pottery and glass; otherwise it is identical to the magic-user spell. A piece broken into a number of pieces (not fragmented to shards or dust) can be put back together.

Stir is a simple spell that employs any natural stick or rod as a stirring device so that the alchemist can do something else. Stirring can be set to any pace and for any duration up to 1 hour per effective level of the alchemist. Casting time is one round as the alchemist physically duplicates the speed and tempo of the stirring stroke with the stick or rod. The stirring will then continue without him/her. He can command the stirring to stop and begin again as long as the duration permits.

Wizard Glue is the creation of a bond that will hold one relatively flat substance to another: a picture to a wall, a mirror to a door, a rug to the floor, a light fixture to a ceiling, etc. The glue is quite strong but it can only support 20 pounds per effective level of the alchemist. Brittle items, like a mirror, would break if they were forced from the wall when held by *Wizard Glue*. The material component is honey, which must be applied to both surfaces before they are joined. It takes only one segment to cast the spell. Body weight converts to support weight it a living thing is held in/by the glue. *Dispel Magic* will unglue the item. The area to be closed/held cannot exceed 20 square feet per level of the alchemist. Doors can be glued shut, as well as chests, etc. But once the bond is broken the glue no longer adheres. Strength in excess of 10 can break a 20-pound bond, 12 or better can break one of 40 pounds, 14 can break one of 60 pounds, 16 can break one of 80 pounds, 17 can break one of 100 pounds, 18 can break one of 120 pounds and 18 (51) or better is needed to break one of 140 pounds. Bonds stronger than 140 pounds cannot be created.

Write can be used to copy texts written in Alchemese. It can also be used to translate magic-user text to Alchemese if used in conjunction with *Read Magic*. It can not be used to write a spell in the magic-user language.

Second level

Identify Potion is a spell that uses 10% of the potion in question as the material component. The potion does not have to be imbibed but it must at least be touched (bare skin in the liquid sample). It increases the accuracy of the "10% test" by 15% per effective level of the alchemist. Unknown potions cannot be identified except by the analysis method also described herein. This spell adds 7% per effective level of the alchemist to that test. Finally, the spell adds 3% to the mixture test also described herein. The duration would be that of the appropriate test with casting time equalling duration.

Identify Plants gives the alchemist the powers of a 3rd-level druid. The casting time is 1 round, duration 1 turn per effective level, range up to 120 feet, area of effect a 60-foot diameter circle. The material component is the leaf of any tree.

Preserve is a spell cast upon a finished potion to insure that it will remain unchanged and to protect it from exposure to normal air. Potions have a 20% chance, or higher, to deteriorate when exposed to the air. Time sometimes will destroy a potion's efficacy. Spell duration is until the liquid is mixed or imbibed. Casting time is 1 round. One *Preserve* spell can effect only one potion. The spell is also used to preserve ingredients so that they will not deteriorate, like eye of basilisk, horn of ki-rin, troll blood, etc.

Third level

Freeze and *Heat Metal* are like the druidic spell but both are used in making potions and do not have a good application to combat situations. Range is touch. Duration is 1 hour per effective level with maximum freezing/heating occurring at the midpoint of the spell duration. The amount of metal affected is only 10 pounds (100 GP weight) per level of the alchemist. There is no

saving throw. Thus, it can be used in combat, but the target would have plenty of time to remove his/her armor. The spell can have some uses as a trap if time is on the side of the caster.

Identify Poison merely tells if a specific sample is poison or has been poisoned. It is infallible in that regard, but the strength of the poison is not determined. Range is 100 feet, area of effect is 20 cubic feet of material. Casting time is 8 segments.

Fourth level

Find Familiar produces a different set of possible familiars from the magic-user spell. Other variables of the spell are the same, however. Roll d20:

- 1-4 Black cat
- 5-8 Hoot owl
- 9-11 Crow
- 12-16 Garter snake
- 17 Special
- 18-20 None available this year

Special familiars depend on the alchemist's alignment: lawful good, a brownie or a blink dog; lawful neutral, pseudodragon; lawful evil, imp.

An alchemist's familiar does not add to his/her hit points or level. It can gain information the same way a magic-user's familiar can, and the alchemist has a telepathic link to it for the sake of communication. An alchemist with a familiar may add 5% to all of his/her chances to perform any task whatsoever. If the familiar is killed, the alchemist will be minus 5% on all tasks until a new familiar is gained.

Find Plants allows the alchemist to find a living plant anywhere within one mile per effective level if he/she has a sample of any part of that plant. Direction will be pointed out without error for a period of one hour per effective level.

Fifth level

Transmute Rock to Ore will turn any ore-bearing rock into the pure ore in any form the alchemist desires, "form" being powder, solid, etc. and not implying the final shape of the ore. The spell takes one hour to cast, and interrupting the casting will negate the spell completely. A magnitude of one ton of rock can be reduced to the ore within it via this spell. Worked rock will not be affected.



Employment Of Standard Hirelings: This requires the location of the desired individual and the offer of work. If the employment is for only a few days, there will be no real difficulty in locating individuals to take on the job. If the offer is for long term employment, only 1 in 6 will be willing to accept unless a small bonus is offered — a day's wage is too small, but double or treble that is sufficient to make 3 in 6 willing to take service.

Duties: It is not practical to try to determine the time and expenses necessary to accomplish everything possible for the scores of standard hirelings possible to employ, so each DM will have to decide. For example, assume that a player character hires a tailor to make plain blue cloaks for all of his or her henchmen. This will take only about 1 day per garment and cost the stated amount of money plus 5 c.p. (10% of the cost of a cloak) per cloak for materials. However, if the same cloaks were to be fashioned of a material of unusual color and have some device also sewed upon them, time and materials costs would be at least double standard, and probably more.

EXPERT HIRELINGS

If henchmen are defined as the associates, companions, and loyal (to some degree) followers of a player character, hirelings are the servitors, mercenaries, and employees of such player characters, and they too can have some degree of loyalty — based on their accommodations, rate of remuneration, and treatment. Various hirelings of menial nature are assumed to come with the cost of maintaining a stronghold; thus, cooks, lackeys, stableboys, sweepers, and various servants are no concern of the player character. Guards and special hirelings are, however, and such persons must be located and enlisted by the PC or his or her NPC henchmen.

Location of Expert Hirelings: Most expert hirelings can be found only in towns or cities, although some might be located in smaller communities — providing they are willing to pick up and relocate, of course. Employment is a matter of offer and acceptance, and each player character must do his or her own bargaining. The various types of hirelings (listed below) will generally be found in the appropriate section of the community — the Street of Smiths, Weapon Way, Armorers Alley, etc. — or at cheap inns in the case of mercenary soldiers.

Monthly Costs: The cost of each type of expert hireling is shown on the list. This amount is based on all the associated expenditures which go with the position — salary or wage, uniform or clothing, housing, food, and sundry equipment used routinely by the hireling. *Exception:* The cost does not include arms and armor of soldiers, and these items must be furnished to mercenaries over and above other costs. Certain other hirelings incur costs over and above the normal also, when they engage in their occupations. These are indicated on the table by an asterisk (*).

EXPERT HIRELINGS TABLE OF MONTHLY COSTS IN GOLD PIECES

Occupation or Profession	Cost
alchemist	300
armorer	100*
blacksmith	30
engineer-architect	100*
engineer-artillerist	150
engineer-sapper/miner	150
jeweler-gemcutter	100*
mercenary soldier —	
archer (longbow)	4
archer (shortbow)	2
artillerist	5
captain	special
crossbowman	2
footman, heavy	2
footman, light	1
footman, pikeman	3
hobilar, heavy	3
hobilar, light	2
horseman, archer	6
horseman, crossbowman	4
horseman, heavy	6
horseman, light	3
horseman, medium	4
lieutenant	special
sapper/miner	4

serjeant	special
slinger	3
sage	special
scribe	15
ship crew	special
ship master	special
spy	special
steward/castellan	special
weapon maker	100*

*Cost does not include all remuneration or special fees. Add 10% of the usual cost of items handled or made by these hirelings on a per job basis, i.e. an armorer makes a suit of plate mail which has a normal cost of 400 gold pieces, so 10% of that sum (40 g.p.) is added to the costs of maintaining the blacksmith.

Description Of Occupations and Professions:

Alchemist: This profession handles the compounding of magical substances, and the advantages of employing an alchemist are detailed under the section **FABRICATION OF MAGIC ITEMS, Potions**. Alchemists will only be found in cities unless you specifically locate one elsewhere. It will require an offer of 10 to 100 gold pieces bonus money, plus a well-stocked laboratory, plus the assurance of not less than a full year of employment, to attract one to service.

Armorer: This occupation cares for and manufactures armor and shields. One armorer is always required for every 40 soldiers, or fraction thereof, in the employ of the player character, and only spare time can be spent on the manufacture of items, i.e. that fraction of the normal month not spent caring for equipment of troops can be used to make armor, helmets, and/or shields, prorating time according to the number of men — 0 = 100%, 1-5 = 85%, 6-10 = 70%, etc. This includes the armorer and the apprentices which are assumed to be present and cared for by the cost shown. A workroom and forge costing 310-400 g.p. must be available for an armorer, and the skill of the armorer must be determined if armor is to be fashioned:

01-50 skill level equal to ring, scale, or studded
 51-75 skill level equal to above plus splint
 76-90 skill level equal to all of the above plus chain
 91-00 skill level equal to any sort of armor

If items are to be made, the following times are suggested for an armorer and apprentices working exclusively, assuming a 1 week period in order to set the operation in motion before actual work begins. Armorers occupied for part of the month with caring for the equipment of troops must increase time proportionately.

banded mail	30 days
chain mail	45 days
helmet, great	10 days
helmet, small	2 days
leather armor*	10 days
padded armor**	—
plate mail	90 days
ring mail***	20 days
scale mail***	30 days
shield, large****	2 days
shield, small****	1 day
splinted mail*****	20 days
studded leather armor***	15 days

* Requires the services of a leather worker and facilities to boil leather in oil.

** Requires only the services of a tailor (who will be occupied 30 days with the task).

*** As with leather armor, and a tailor must be employed as well.

**** Requires the services of a woodworker.

***** Requires the services of a leather worker and a blacksmith.

N.B. For leatherworker, tailor and woodworker, see **STANDARD HIRELINGS**.

works cover the whole spectrum of knowledge, as the researcher must be aware of any and all aspects of the magic he or she wishes to use. Thus, works on history, geography, astrology, alchemy, etc. must be obtained.

Chance Of Success: The base chance of success is 10%, plus the intelligence score of the researcher (wisdom with respect to clerics), plus the level of the character researching the spell, minus twice the level of the spell being researched: $10\% + I + L - 2 \times \text{spell level} = \text{base chance for success}$. This base chance is modified upwards in 10% increments by doubling of maximum base cost per level of the spell (2,000 gold pieces). Thus, an expenditure of base cost + variable + 2,000 g.p. on a per spell level basis increases base chance from 10% to 20%, and 4,000 g.p. additional per spell level increases base chance from 10% to 30%, and so on, to a maximum base chance of 50% (expenditure of 8,000 gold pieces additional per spell level). Insufficient expenditure means a 0% success chance.

Determination Of Success: After the initial research period (equal to the level of the spell in weeks), find the base chance, adjust by intelligence, character level, and spell level, and secretly roll percentile dice. Any score greater than the percentage of success chance indicates a negative result. Continue to check for success each successive game week as long as research is uninterrupted and proper funding for the work continues. Remember, if a spell that is impossible for the character is being researched, this procedure remains constant, but there will NEVER be success, and the dice roll is simply frosting. (Eventually, even the most determined and least wise will begin to understand their aim is fruitless.)

Confidentiality Of New Spells: Once a player succeeds in researching a new spell, it is his or her character's alone. Only that character has the proper formula, and no mention of the spell should be made by you.

Additional Notes: There is no way that costs in money or time can be reduced. Likewise, conditions must be as set forth. Research materials must be obtained. It is possible to use another's facilities, but this will most certainly not reduce costs. Gathering a library assumes that the character is in a metropolitan area with libraries, booksellers, etc. from which copies can be obtained. If such is necessary, this must be done prior to the beginning of actual research, as it will take about one week per spell level to gather sufficient materials — the greater the level of the spell, the more esoteric and rare the tomes needed.

FABRICATION OF MAGIC ITEMS, INCLUDING POTIONS AND SCROLLS

It is an obvious premise of the game that magic items are made somewhere by someone or something. A properly run campaign will be relatively stringent with respect to the number of available magic items, so your players will sooner or later express a desire to manufacture their own. *Do not tell them how this is to be accomplished!* In order to find out, they must consult with a sage (q.v.) or a high level character of the proper profession, the latter being detailed a bit hereafter.

Magic items are made by high level magic-users, except those items which are restricted to clerics and special racial items and books, artifacts and relics. Books (including tomes, librams and manuals), artifacts, and relics are of ancient manufacture, possibly from superior human or demi-human technology, perhaps of divine origin; thus books, artifacts, and relics cannot be made by players and come *only* from the Dungeon Master. Dwarven and elven manufactured items — the +3 *dwarven war hammer*, certain other magic axes and hammers, *cloaks and boots of elvenkind*, magic arrows, magic bows in some cases, and even some magic daggers and swords — are likewise beyond the ken of player characters of these races. Only very old, very intelligent and wise dwarves and elves who have attained maximum level advancement are able to properly forge, fashion, and/or make these items and have the appropriate magicks and spells to change them into special items — i.e., these items are likewise the precinct of the DM exclusively.

This still leaves an incredible range of magic items which player characters can aspire to manufacture. It is a sad fact, however, that these aspirations must be unsatisfied until the player character achieves a level of ability which is one greater than nominal highest level — high priest, druid, wizard, illusionist. That is, a player character must be at least an 11th level high priest, an archdruid, a 12th level wizard or an 11th level illusionist in order to manufacture magic items (except with respect to potions and scrolls, as will be discussed hereafter). Furthermore, a player character may manufacture only

those items particular to his or her profession or items which are usable by professions not able to so make magic items only. Thus, a cleric is unable to fashion a wand usable by magic-users or illusionists, a magic-user cannot manufacture a clerical magic item, etc. There is a further prohibition upon clerics regarding the making of items which are prohibited to their profession or which are of opposite alignments; this restraint does not extend into the sphere of magic-users as a class. Thus, clerics cannot manufacture magic swords, though magic-users can.

Manufacture Of Potions:

Potions may be made by any magic-user of 7th level or above, if he or she enlists the aid of an alchemist (q.v.). At levels above the 11th, such assistance is no longer mandatory, although it will reduce the amount of money and time the player character must spend making the potion by 50% of the compounding/infusing time normally required, as the alchemist will be so employed instead.

In order to begin manufacture of a potion (and they may be made only one at a time), the magic-user must have a proper laboratory with fire-place, workbench, brazier, and several dozen alembics, flasks, dishes, mortar and pestle, basins, jugs, retorts, measuring devices, scales, and so forth! Such implements are not easily obtained, being found only at alchemical shops or produced upon special orders by stone masons, potters, glass blowers, etc. Initial outlay for the creation of a workshop, assuming that the place already has a fireplace, would cost between 200 and 1,000 g.p. This cost is based on the relative availability of the tradesmen and goods necessary to complete the work room and stock it properly. The DM may certainly require a greater expenditure if the campaign has inflation and/or shortages. In addition, upkeep of the laboratory requires a further monthly outlay of 10% of the total cost of the place, exclusive of any special provisions or protections, in order to stock basic fuel and supplies, replace broken equipment, and so on when the laboratory is in use. (**Note:** The place is *always* in use if the player character has an alchemist in his or her employ, for the alchemist will continually putter and experiment, always to no particular end, when not engaged in specific work for the magic-user.)

In order to avoid the length and complication of separate formulae for each type of potion, the following simple system is given. Both the cost in gold pieces and the days of compounding and infusing are determined by use of the experience points award (as shown on the list of magic items) amounts. If no experience points are shown, then the potion has a 200 g.p. base for cost and time determination. The point award for a given potion is also the amount of gold pieces the magic-user must pay in order to concoct the basic formula — with rare herbs and spices and even more exotic ingredients. The number of days required to brew the potion is the same figure, each hundred or fraction thereof indicating one full day of compounding time to manufacture the liquid, i.e., 250 x.p. = 250 g.p. basic costs and 3 full days of time.

Most important to the manufacture of a potion is the substance of its power, the special ingredient. The list of potions and special ingredients possible is given for your convenience only. You may opt for any reasonable special ingredient you deem suitable for a potion, keeping in mind difficulty of obtaining the material (hopefully high or greater) and its sympathetic equivalency or relationship to the end result of quaffing the potion.

Poison: Only assassins of 9th or higher level may concoct "potions" of poison — or any other sort of poison, for that matter. Refer to the section on assassins for details of special forms of poison. No laboratory or alchemist is needed, but cost and time are found as if a normal potion was being prepared.

Suggested Special Ingredients For Potions:

Type of Potion	Suggested Special Ingredient(s)
<i>animal control</i>	organ or gland from representative type or types to be controlled
<i>clairaudience</i>	human or simian thalamus gland or ear from an animal with keen hearing
<i>clairvoyance</i>	human or simian thalamus gland or eye from an animal with keen sight
<i>climbing</i>	insect legs (giant)
<i>delusion*</i>	doppelganger flesh or rakshasa ichor
<i>diminution</i>	powdered kobold horn and wererat blood
<i>dragon control</i>	brain of the appropriate dragon type
ESP	mind flayer brain

extra-healing	troll blood or hair of a saint**
fire resistance	fire elemental phlogiston or salamander scales
flying	hippogriff feathers and wyvern blood
gaseous form	vampire dust or ogre magi teeth
giant control	brain of appropriate giant type
giant strength	drops of sweat from appropriate giant type
growth	ogre magi gland
healing	ogre magi blood or thread of saint's garment**
heroism	heart of lion or similar giant cat
human control	vampire eye or nixie blood
invisibility	invisible stalker ichor
invulnerability	gargoyle horn or lycanthrope skin
levitation	beholder eye (from stalk) or will-o-wisp essence
longevity	dragon blood and treant sap or elf blood
oil of etherealness	shed fat or demon brain
oil of slipperiness	purple worm gland or liver of giant pike
philter of love	dryad hair
philter of persuasiveness	harpies' tongues or devil tongue
plant control	shrieker spores and umber hulk eye
polymorph (self)	mimic skin or succubus hair
poison	special
speed	pegasus heart and giant weasel blood
super-heroism	giant wolverine blood and minotaur heart
sweet water	water elemental eye or triton blood
treasure finding	gold dragon scale and six different powdered gem stones
undead control	dust of freshly destroyed spectres or vampire brain or ghost ectoplasm or lich tongue
water breathing	water naga blood or nixie organs

* Alternatively, a 5% to 20% failure percentage can be assigned to all potion manufacture, and those which are failures become *delusion* potions of the sort which was being attempted, i.e., *animal control*, *flying*, etc.

** Possible only if a cleric compounds the potion.

Manufacture of Scrolls:

Scrolls are exceptional in that they are simply storage space for spells of one sort or another. Clerics, druids, magic-users, and illusionists inscribe scrolls with spells applicable to their particular professions. *Protection* spells are scribed by either magic-users or clerics, the determination being as follows:

Clerical Protection Spells

DEVILS
POSSESSION
UNDEAD

Magic-User Protection Spells

DEMONS
ELEMENTALS
LYCANTHROPES
MAGIC
PETRIFICATION

Curse scrolls can be made by any sort of spell user noted above.

Scrolls may be inscribed only by characters of 7th or higher level, and the spells placed upon the scroll must be of a level which the inscribing character is able to employ, i.e. a 9th level magic-user could not place a 7th level spell on a scroll. (Note that the *write* spell enables the magic-user to inscribe his or her own *reference* works so as to be able to read and remember higher level spells than he or she is currently able to use; it does not enable casting or scroll inscription.)

A scroll of spells may be inscribed only upon pure and unblemished papyrus, parchment, or vellum — the latter being the most desirable. Any mistake will doom the effort to failure. A fresh, virgin quill must be used for each spell transcribed. The quill must be from a creature of strange or magical nature, i.e. a griffon, harpy, hippogriff, pegasus, roc, sphinx of any sort, and similar monsters you elect to include (demons, devils, lammasu, etc.).

The material upon which the scroll of spells is to be written can be purchased at the following cost guidelines:

papyrus, per sheet	2 g.p. and up	+5% chance of failure
parchment, per sheet	4 g.p. and up	±0% chance of failure
vellum, per sheet	8 g.p. and up	−5% chance of failure

The type of material used will affect the likelihood of successful transcription, as listed above. Special quills cannot normally be purchased, for only common goose or similar feather instruments are available in shops. The would-be inscriber must arrange for the special writing tools as he or she can.

Ink is a very special requirement. Scroll spell ink, just as the ink for detailing spells in spell books, is compounded only by the inscriber from secret and strange ingredients. The basic medium should be sepia from a giant squid or ink from a giant octopus. To this liquid must be added blood, powdered gems, herbal and spice infusions, draughts concocted from parts of monsters, and so on. An example of a formula for the ink required to scribe a *protection* from *petrification* spell is shown below:

1 oz. giant squid sepia
1 basilisk eye
3 cockatrice feathers
1 scruple of venom from a medusa's snakes
1 large peridot, powdered
1 medium topaz, powdered
2 drams holy water
6 pumpkin seeds

Harvest the pumpkin in the dark of the moon and dry the seeds over a slow fire of sandalwood and horse dung. Select three perfect ones and grind them into a coarse meal, husks and all. Boil the basilisk eye and cockatrice feathers for exactly 5 minutes in a saline solution, drain, and place in a jar. Add the medusa's snake venom and gem powders. Allow to stand for 24 hours, stirring occasionally. Pour off liquid into bottle, add sepia and holy water, mixing contents with a silver rod, stirring widdershins. Makes ink sufficient for one scroll.

Other ink formulas will be devised similarly according to the dictates of the DM. Ingredients should suit the overall purpose of the ink. It is recommended that each different spell to be transcribed require a different ink compound — clerical spells requiring more venerated and holy materials, druid spells being basically rare roots and herbs in infusions, and so on. Garments, wrappings, dust, sweat, tears, teeth, fangs, organs, blood, and so forth are all ideal components.

Once material, quill, and ink are ready, the spell scribe must actually write the magical runes, glyphs, symbols, characters, pictograms, and words upon the surface of the scroll. Transcription must be from his or her scroll books or upon an altar (for clerics and druids). Special candles and incense must be burning while the inscription is in progress. Clerics must have prayed and specially sacrificed to their deity, while magic-users must have drawn a magic circle and remain uninterrupted. **PREPARATION REQUIRES ONE FULL DAY FOR EACH LEVEL OF THE SPELL BEING SCRIBED ON THE SCROLL.** A 1st level spell takes one day, a 2nd level spell two, etc. Time so spent must be continuous with interruptions only for rest, food, sleep, and the like. If the inscriber leaves the scroll to do anything else, the magic is broken, and the whole effort is for naught.

Failure: There is a basic 20% chance that a mistake, smudge, or flaw in the scroll will make the spell useless. To this base chance is added 1% per level of the spell being inscribed, so that total failure chance is from 21% to 29%, minus the level of the character attempting to write the spell. Thus, if a 14th level cleric is attempting to write a 7th level spell on a *parchment* scroll, the failure chance is $20\% + 7\% - 14\% =$ a 13% chance. After the requisite materials and preparations have been taken care of, the player character must then spend the full time necessary to inscribe the scroll spell. Thereafter, a percentile dice roll greater than the percentage chance of failure equals success.

If multiple spells are being scribed, a failure of one means that no further spells may be placed upon the scroll. In any event, a maximum of seven spells may be written on a single scroll. As a spell is read from the scroll, its letters and figures writhe and glow, the magic is effected, and then the lines fade and are gone forever. (In order for a magic-user or illusionist to transcribe a heretofore unknown spell from a scroll to his or her books, a *read magic* and then a period of time equal to that necessary to place the spell on the scroll are required; this likewise causes the spell to disappear from the scroll.)

The scribe of the spell does not need a *read magic* spell to use his or her own scroll spells, just as clerics and druids never need the aid of magic to read appropriate scroll spells.

Fabrication Of Other Magic Items:

All of the various other magic items will require the use of the magic spell, *enchant an item*, save clerical items.

With respect to the former, you must determine which spells and ingredients are necessary to the manufacture of each specific magic item. For example, a player character wizard of 15th level desires to make a *ring of spell storing*. He or she commissions a platinumsmith to fashion a ring of the finest quality, and pays 5,000 g.p. for materials and labor. He or she then casts the *enchant an item* spell according to the **PLAYERS HANDBOOK** instructions. As DM, you now inform him or her that in order to contain and accept the spells he or she desires to store in the device, a scroll bearing the desired spells must be scribed, then a *permanency* spell cast upon the scroll, then the scroll must be merged with the ring by some means (typically a *wish* spell). As all of that could not be done in time, the ring would have to be prepared with the *enchant an item* spell again. Of course, you could tell the player before, if you are soft-hearted or he or she is intelligent enough to ask before starting the ball rolling.

The above-mentioned *ring of spell storing* could be made without the benefit of a *permanency* spell, and spells could be stored within, but they could only be called forth once, and then the ring would be useless. Wands and other chargeable items do not require *permanency*, and of course they are used up when all the charges are gone. Items with a permanent dweomer (such as weapons, armor, most rings and miscellaneous magic items) do require a *permanency* spell to be made continuously operational.

Clerics and druids making an item which is applicable to their profession must spend a fortnight in retreat, meditating in complete isolation. Thereafter, he or she must spend a sennight fasting. Finally, he or she must pray over and purify the item to become magical (this process takes but a day). Of course, the item must be of the finest quality just as detailed in the *enchant an item* spell description. Thereafter the cleric or druid must place the item upon his or her altar and invoke the direct favor of his or her deity to instill a special power into the item. There is a 1% per day cumulative chance that the item will then be empowered as desired, providing the cleric or druid has been absolutely exemplary in his or her faith and alignment requirements. Furthermore, if the item is one with charges, the cleric or druid must then take it into seclusion and cast the requisite spells upon it, doing so within 24 hours of its being favored by the deity. In other cases, the item need only be sanctified to the appropriate deity in order to complete its manufacture.

In all cases, the manufacture of any magic item other than a potion or scroll will be so debilitating as to necessitate the maker to rest for one day for each 100 g.p. of the item's experience point value, i.e. one with a 2,000 experience point value means 20 days of complete rest. During this period, the character can do *nothing* except eat, rest, undertake *mild* exercise, and sleep — all in relative isolation. No adventuring or spell use is possible during this period!

Fabrication Of Magic Items By Illusionists:

Though different spells are employed, the process of fabrication of magic items which illusionists use is not really very different from that used by magic-users. It is almost exactly similar as regards costs in both time and money. Some processes are also nearly identical, such as the making of scrolls, which may be done at the 7th level and up.

At the 11th level illusionists may be able to create one-shot or charged magic items, things without a permanent dweomer, such as potions or a *wand of illusion*, for example. Such items are really merely storehouses of magical energy which can be released in various ways. Like any other spell-caster, the illusionist must fashion the item out of rare and expensive materials, but instead of using *enchant an item* to prepare the item to receive its enchantment, the illusionist uses *major creation* to subtly alter its structure in a magical direction so that it can receive and retain the necessary spells. During the next 16 hours

after casting the *major creation*, the illusionist instills the primary initial dweomers into the item, and if his concentration is interrupted even once during this period, the item instantly fades and forever disappears, like an illusion that has been dispelled.

Beginning at 14th level an illusionist may attempt to make items with a truly permanent dweomer, such as a +1 *dagger* or a *ring of protection*, for example. This entails a similar process to the one described above. The crucial difference is that after a *major creation* spell has been used to adjust the material object, an *alter reality* must be cast to fix it permanently in place and make it able to contain a permanent magic. Thus, with a great expense in time, money and preparation, *major creation*, *alter reality* and *true sight* spells, and an unflawed gem worth not less than 10,000 g.p., an illusionist might be able to create a *gem of seeing*.

The basic thing to remember if details are in question is that illusionists are a sub-class of magic-users, and except for what has been outlined above, what applies to magic-users applies to illusionists as well.

Fabrication Of Magic Items By Charmed Or Enslaved Magic-Users:

It is absolutely necessary that you take note that any sort of charmed, magically persuaded, or otherwise enslaved magic-user will be totally unable to function in such a manner as to allow the fabrication of any sort of magic item — scroll, potion, or otherwise. The discipline and concentration demanded by such activity absolutely precludes individuals of this sort from manufacturing magic items. If a player character should attempt to have such a character fabricate items, allow the usual amounts of time and money to be expended, and then inform him or her that the results are negative. If the player character opts to have the enslaved individual continue, say nothing, but the attempts will continue to be fruitless.

NON-STANDARD MAGIC ITEMS

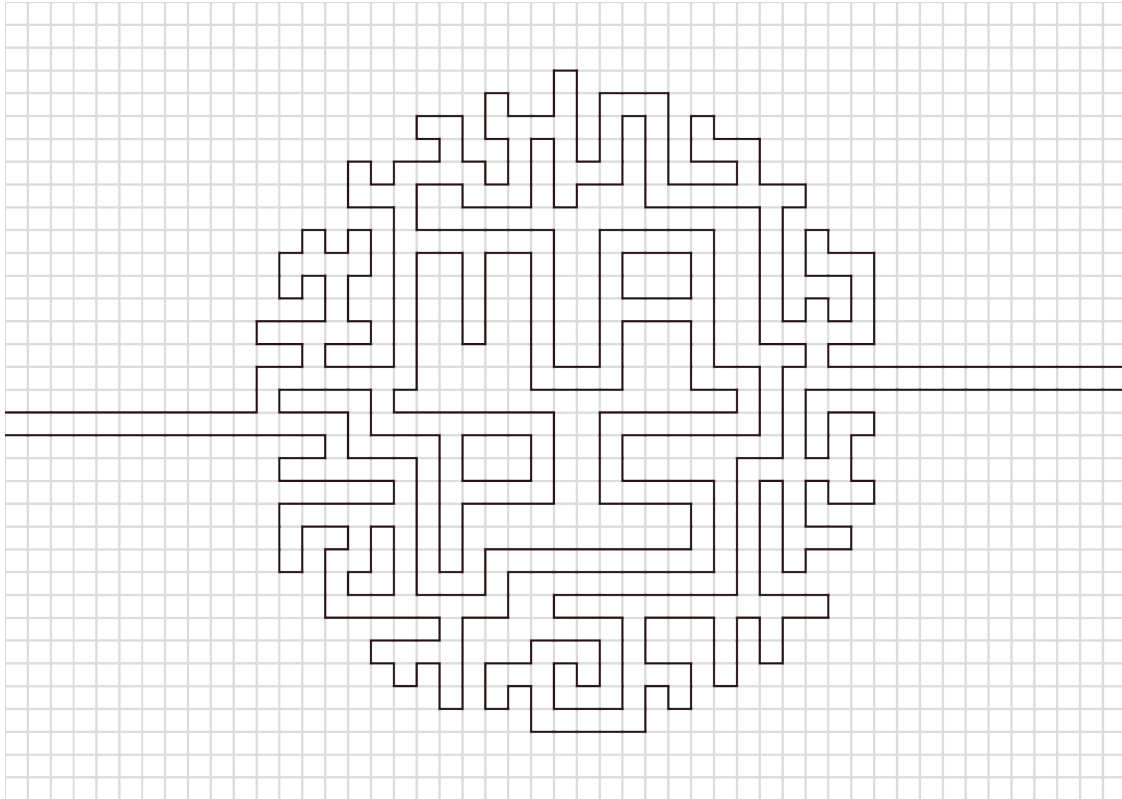
There are two considerations respecting non-standard magic items. The first is your invention and inclusion of them in your campaign, and this is expected and encouraged. You should put your imagination and inventiveness to work this way. Standard items can be varied so as to make it more interesting when your players are familiar with the usual forms. New devices can be created to add freshness and new dimensions to the game. Special magic items can be devised to complement some special situation or to serve as a special reward for overcoming some special monster or difficult area. All such creations, however, must be made with care. The items must be such as to not unbalance the game. They must not make one player character too strong, either with respect to opponents or his or her fellows or to the campaign or to the game system as a whole. Items which are expended after a single use, those with limited usages, and those with variable effects are most desirable. As it is very likely that every campaign will have its special items, the second consideration comes up.

Other referees will not generally know what special powers or restrictions such items have. Thus, they will not be usable in campaigns other than that from which they came in most cases. You, as a referee, should simply cause any such items brought into your campaign to disappear. Never take a player's word for any item. Do not allow its use in your campaign unless you know his or her DM and get a full explanation *in writing* from that person which details the properties of the item. Do not allow a player to bulldoze you in any manner regarding this. Simply inform the person that he or she must have left the item in his or her former area, as it is not around in yours! This solves the problem of having a possible imbalance brought into your carefully designed campaign. This ties directly to the section dealing with **INTEGRATION OF EXPERIENCED OR NEW PLAYERS INTO AN EXISTING CAMPAIGN** (q.v.).

Note: Altered form of a standard AD&D item is not a new or non-standard item, i.e., a cap which causes its wearer to be *invisible* is the same as a *ring of invisibility*.

Maps of the Month: Baldur's Gate

Before heading to hellish Avernus, let's tour through the more pleasant (albeit still decidedly dangerous) city of Baldur's Gate, with our latest round of maps to augment your campaign!



***WARNING: THESE MAPS MAY CONTAIN SPOILERS FOR
Baldur's Gate: Descent into Avernus***

BEFORE THE DESCENT

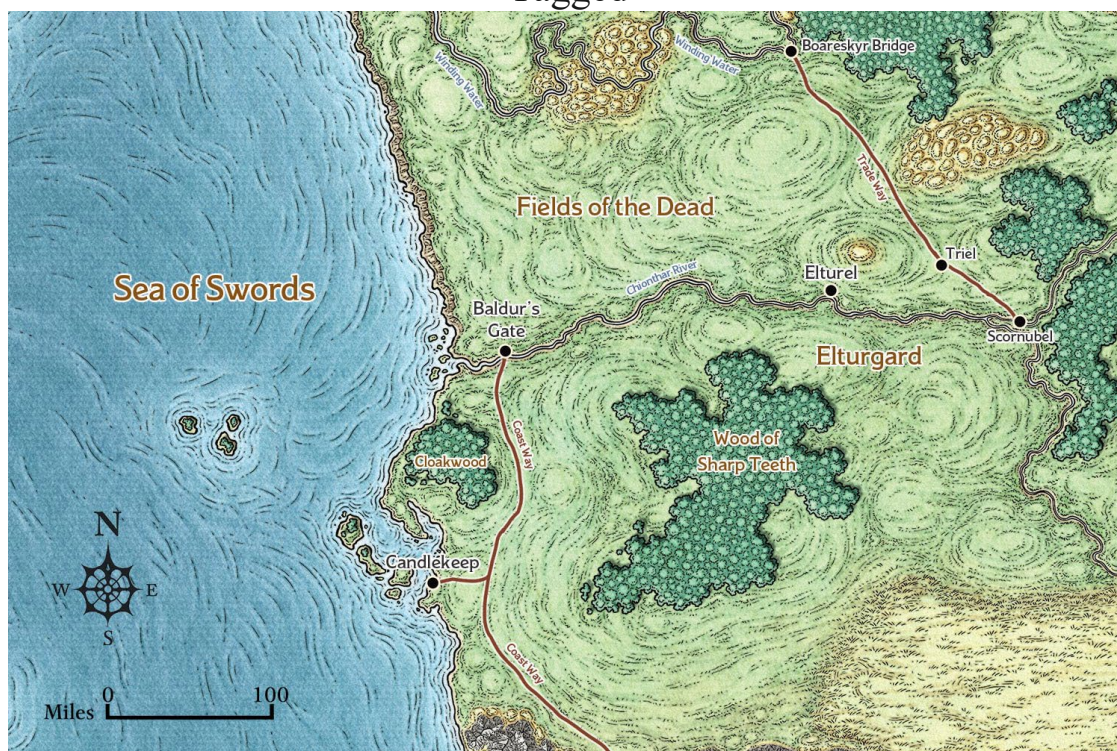
Baldur's Gate: Descent into Avernus released this September, taking adventure down to the first layer of the Nine Hells! Before the actual descent, however, things get started in one of the Faerûn's most iconic cities—Baldur's Gate.

Sword Coast

Are your characters traveling to “The Gate”? The *Gazetteer* chapter

in *Baldur's Gate: Descent into Avernus* provides an in-depth journey through the history, demographics, and dangers of the city. Let's start with a broader view of the city's positioning along the Sword Coast, as well as such essential adventure locations as Candlekeep and Elturel.

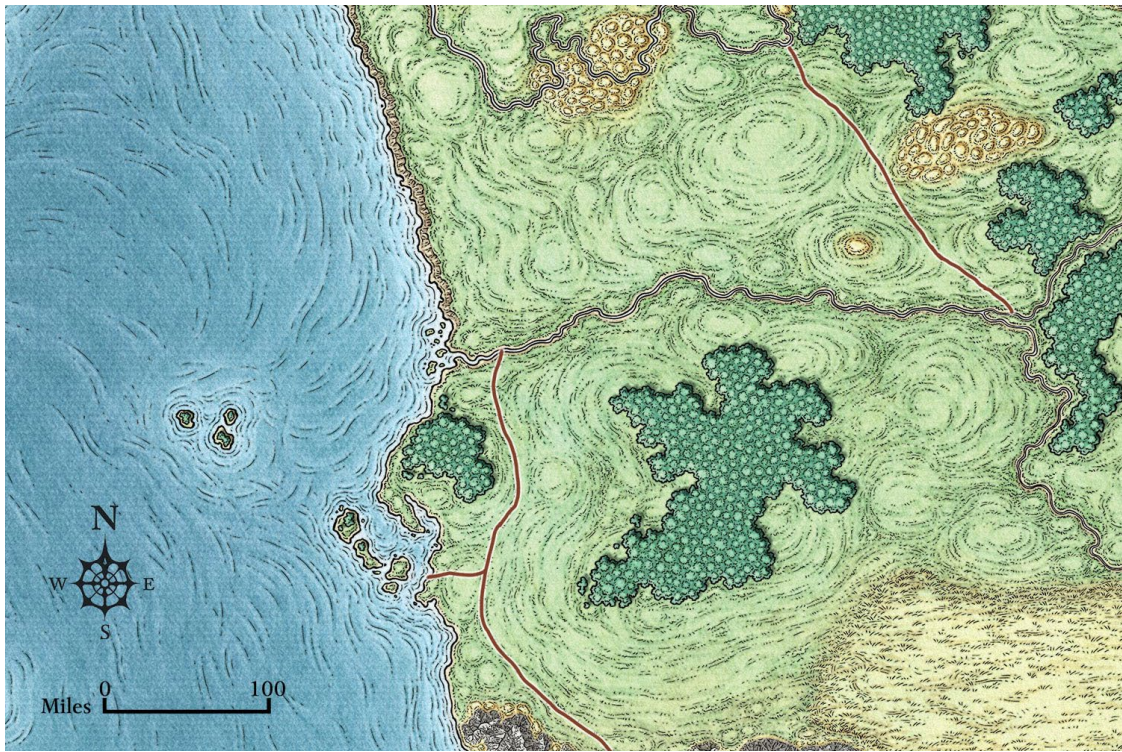
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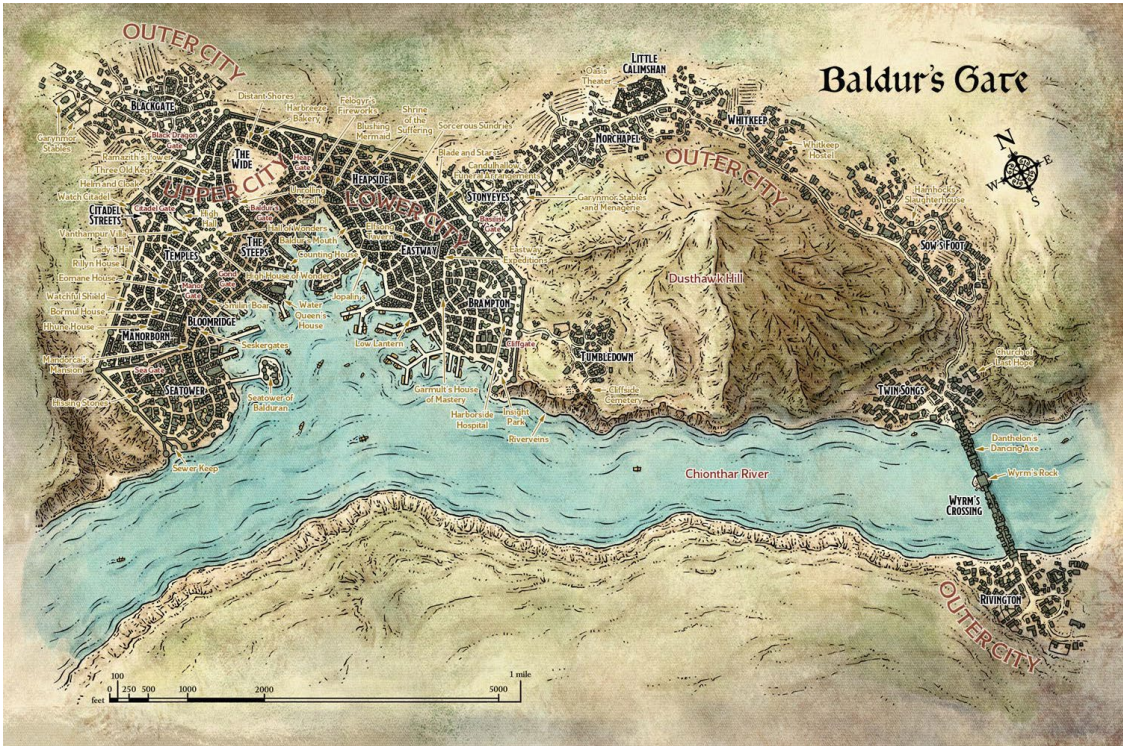
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Baldur's Gate

Arriving via Gray Harbor or through one of the city's nine gates, visitors will find Baldur's Gate split into three districts: the wealthy Upper City on the hills above the docks, the bustling Lower City around the harbor, and the lawless Outer City (which includes neighborhoods outside the city walls).

Important locations (of interest to many an adventuring party) are indicated on the map below:

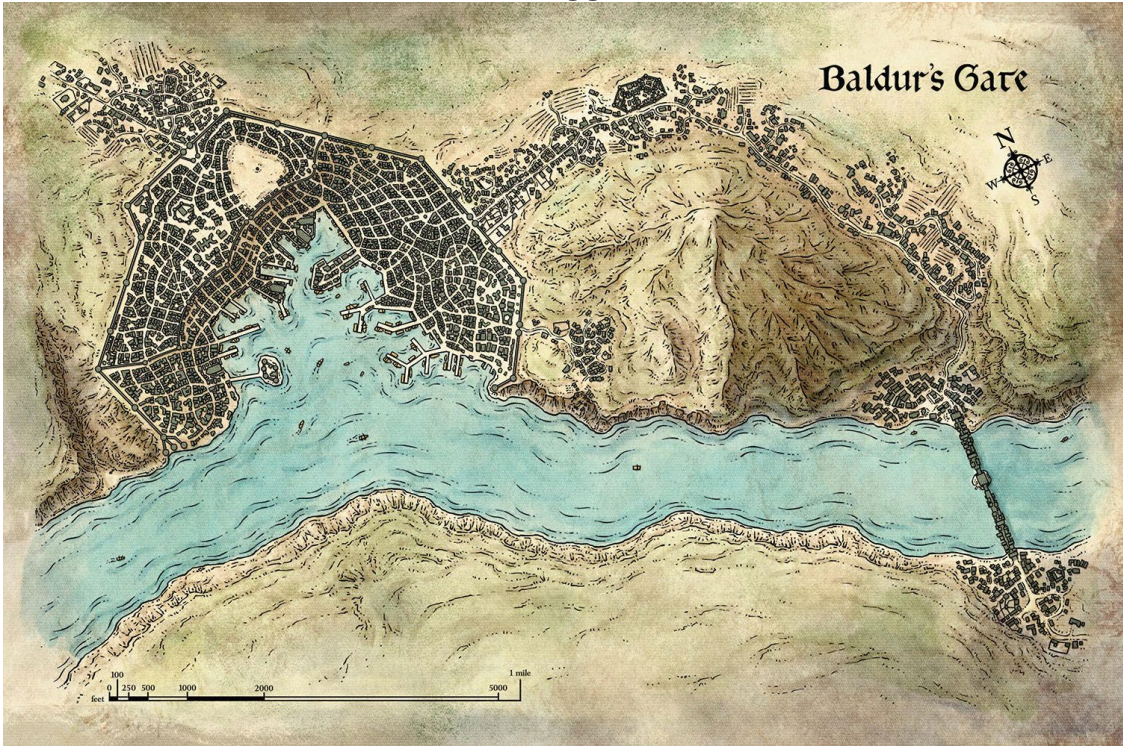
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The Elfsong Tavern

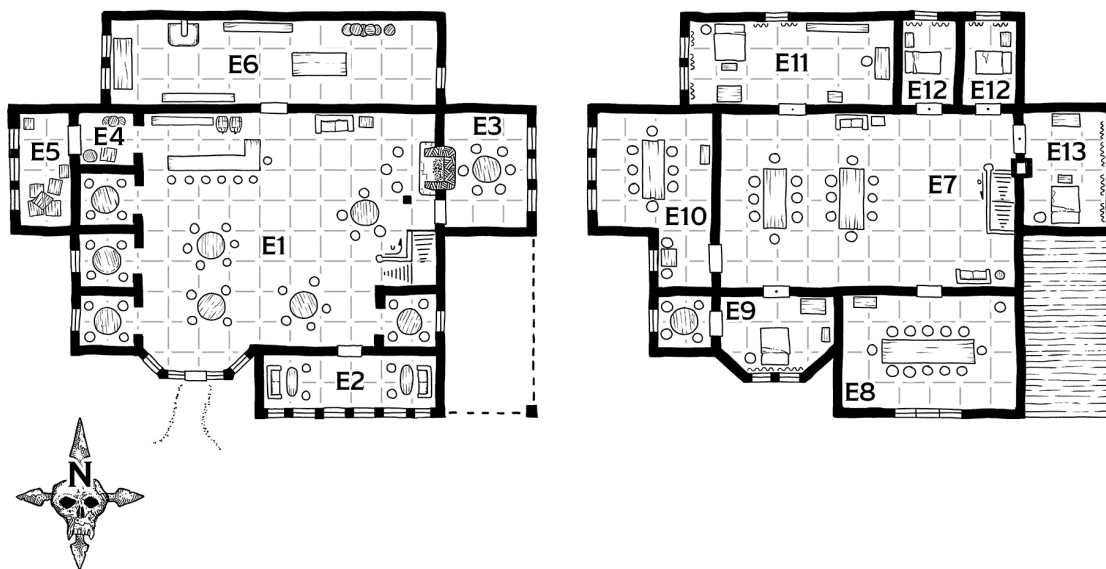
Weary from a long day on the road? One of your first stops may well be the nearest tavern. And despite its rough-and-tumble clientele, the Elfsong Tavern remains one of the most popular in Baldur's Gate.

As for its name? According to patrons, a disembodied elven voice cuts through the tavern's crowd at periodic (and random) intervals, its song haunting enough to dim the room's lanterns and make even the bar's most hardened customers weep. (As a point of trivia, one of Wizards of the Coast's conference rooms once shared the tavern's name. No disembodied voices could be claimed there, except via conference calls.)

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THE ELFSONG TAVERN

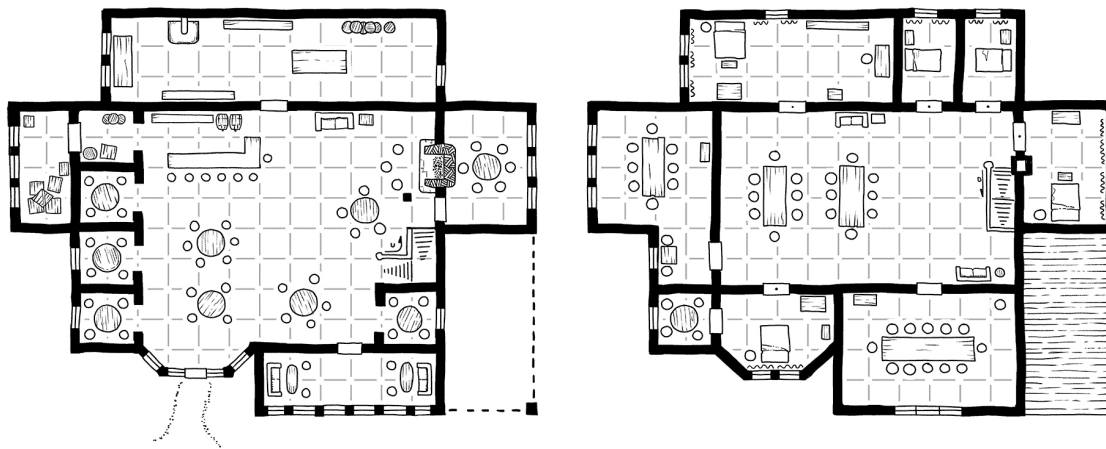
1 square = 5 feet



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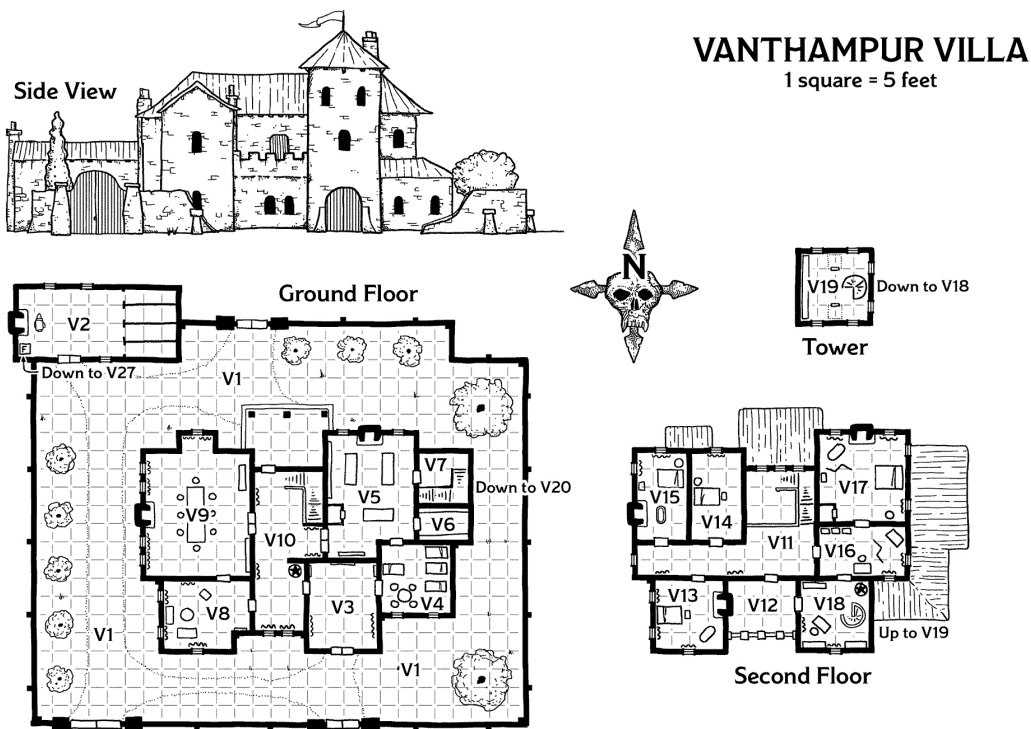
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Vanthampur Villa

From the taverns of the Lower City, let's conclude our tour at the Upper City. Populated by the wealthiest residents of Baldur's Gate and heavily patrolled by the city watch, adventurers may find themselves seeking out a particular example of the district's fine homes: Vanthampur Villa.

A 12-foot-high stone wall encloses the villa, itself a stately stone edifice with a detached stable house. The wall features three wooden gates, including the main entrance and a coach gate to the south, as well as a postern gate to the north. All three gates are guarded, so if you do stop by for a round of trick-or-treating, approach with caution!

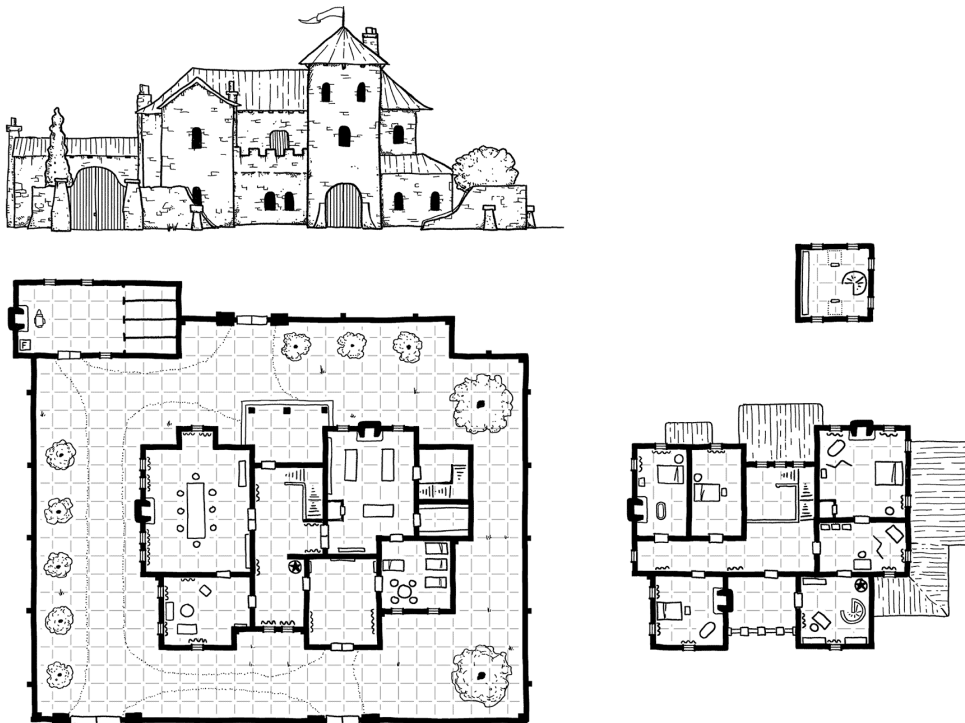
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Cartographers

And as always, our appreciation goes out to our amazing cartographers; this issue, these include Dyson Logos and Mike Schley.

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Streaming Highlights

Including a look ahead to Extra Life events, the Prince of Dorne's trip to the Nine Hells, and adventurers cleaning up the mess left by more experienced campaigners.



EXTRA LIFE

When playing Dungeons & Dragons, it's not uncommon to finish up a campaign with your characters saving the world or rescuing innocents. It seems many adventures you watch on [twitch.tv/dnd](https://www.twitch.tv/dnd) have some variation of that theme set in a fantasy world... but fans can have a strong, positive impact in this world, too.

Extra Life is a charity organization D&D has been happy to be involved with since 2013, with the express purpose of driving donations to the Children's Miracle Network Hospitals. And for 2019, we're continuing our livestreaming and other efforts to help drive even more donations!

Here's the current (and massive!) schedule for upcoming Extra Life streams and you can [check the D&D website](#) for further updates and information.

We kick off on stage at [Lucca](#), where D&D luminaries Joe Manganiello, Mark Hulmes, and Kim Richards will be playing Dungeons & Dragons live in front of Italian fans for the first time.

[Lucca Comics & Games](#) (twitch.tv/luccacomicsandgames; hosted on twitch.tv/dnd)

- Thursday, Oct 31st 12-2pm PT: Lucca RPG Night (Host: Nicola Degobbis)
- Friday, Nov 1st 8-10am PT: D&D Live Game: Hell (DM: Bill Benham)
- Friday, Nov 1st 12-2pm PT: Lucca RPG Night (Host: Nicola Degobbis)
- Saturday, Nov 2nd 7-7:45am PT: D&D and Pop Culture Panel
- Saturday, Nov 2nd 8-10am PT: D&D Live Game: Eberron (DM: Mark Hulmes)
- Saturday, Nov 2nd 12-2pm PT: Lucca RPG Night (Host: Nicola Degobbis)
- Sunday, Nov 3rd 5:30-6:30am PT: D&D Art Panel
- Sunday, Nov 3rd 7-9am PT: D&D Live Game: Baldur's Gate (DM: Paul Foxcroft)

[Gamehole Con](#) (on twitch.tv/dndbeyond; hosted on twitch.tv/dnd)

- Thursday, Oct 31st 3-4.50pm CT (1-2.50pm PT): Tales from the Mists
- Thursday, Oct 31st 6.30-9pm CT (4.30-7pm PT): Gilding Light
- Friday, Nov 1st 3-3.50pm CT (1-1.50pm PT): Roleplay Roulette
- Friday, Nov 1st 4-5.50pm CT (2-3.50pm PT): Heroes of the Vale
- Friday, Nov 1st 6:30-9.50pm CT (4.30-7.50pm PT): DM Mike Mearls
- Saturday, Nov 2nd 1.30-2.30pm CT (11.30am-12.30pm PT): Rainbow Tentacles
- Saturday, Nov 2nd 3-4.50pm CT (1-2.50pm PT): d4 Show
- Saturday, Nov 2nd 6.30-9.50pm CT (4.30-7.50pm PT): DM Chris Perkins

Dragon+ (on twitch.tv/dnd)

- Wednesday, Nov 6th 12-2pm PT: DM: Ben Petrisor

Tales from the Mists (on twitch.tv/dnd)

- Friday, Nov 8th 6-8pm PT

Scratticus Academy Marathon (on twitch.tv/scratticus; hosted on twitch.tv/dnd)

- Saturday, Nov 9th 10am PT–Sunday, Nov 10th 10am PT

Seattle Children's Hospital (on twitch.tv/dnd)

- Saturday, Nov 9th 12-3pm PT

Realmsmith (on twitch.tv/realmsmith; hosted on twitch.tv/dnd)

- Sunday, Nov 10th 2-4pm PT

DungswEEPers (on twitch.tv/dnd)

- Tuesday, Nov 12th 4-6pm PT

FLINTLOCKS & FIREBALLS

Flintlocks & Fireballs is a 5th Edition D&D Actual Play podcast that takes place in the rich, homebrew setting of Calcinea, a Napoleonic world on the brink of revolution where muskets and cannon exist alongside dragons and spirits. The podcast releases weekly episodes every Tuesday at 7pm GMT, but also releases bonus content every Saturday in the form of short stories, asides and even original sea shanties!

The players began their voyage as crew on a privateer ship, but soon enough ill luck, adventure, and a particularly vicious hag changed their course.

“At the current point in the story, the crew have become heavily involved in the Suulian Revolution and had almost brokered a peace, only for drow disaster bard Celestia Stardust to be literally dragged back to her past in the form of a kidnapping!” actor and playwright Ellie Sparrow, who plays Stardust on the show, tells *Dragon+*.

That action not only split the party, it also sent the storyline barreling

down two different tracks. One track follows Celestia and her kidnappers, while the young tiefling sorcerer Scamp and halfling gun dad Corzin try to rescue her along the other. “The players have characters in both parties, with a new friend joining the rescuers in the form of wizard Oksana Orlov, while Celestia finds unexpected allies in the ‘Tsiblings’, Tsander and Tsabnet, a pair of discontented drow,” Sparrow explains. “Will they rescue Celestia? Will they perish down below, beyond the light of day? Will our actors be stuck playing two characters forever? Only time will tell...”

New listeners can follow the storyline all the way from episode one, but the team have also created a number of chapters for ease of access. Episode sixty-three is the most recent jumping on point for the podcast and you can find a full list of chapters on the [official website](#).

New episodes of *Flintlocks & Fireballs* appear every Tuesday at 7pm GMT (11am PT; 2pm ET) on [Podbean](#) and [iTunes](#).

TALES FROM THE MISTS

If you’ve read our interview with [Kayla Cline](#) earlier in this issue, you’ll know to expect spooky goings on in *Tales from the Mists*. Season two of the show has changed locations to Saltmarsh and Cline used her artistic talents to bring that creepy vibe to this storm-

wracked port on the coast of Greyhawk's Azure Sea.

"I took the Ravenloft influence from season one and I put it underwater, basically making everything very cold, blue, and watery," she tells *Dragon+*. "*Creature from the Black Lagoon* is a great way to describe it because Saltmarsh also lends itself well to that horror aspect. It was a lot of fun."

Your browser can't play this video.
[Learn more](#)

Tales from the Mists runs Fridays from 6pm PT on the [official D&D Twitch channel](#). You can also connect with Kayla Cline on [Instagram](#) and [Twitter](#) and find more of her work on her [official website](#).

ADVENTURERS WANTED: AGENTS OF THE NINE HELLS

Toby Osmond is fantasy royalty. For most actors that would merely be a phrase. But when the leaders of the Seven Kingdoms met to decide who would rule in the final episode of *Game of Thrones*, he was there representing Dorne as its new prince.

His latest role sees him playing Andreas "The Giant" Doros in *Adventurers Wanted: Agents of the Nine Hells*, the running gag being that fellow party members Kelden (a minotaur cleric) and Perygl (a bugbear wizard) are both taller than Andreas. A ranger of some renown with a distinctive accent, he's only a giant miniature space

hamster away from being a true icon.

“In some ways Andreas is based on me,” he tells *Dragon+* with a laugh. “Obviously not in build or in his gladiatorial nature—in stature he’s very much inspired by Arnie in *Conan the Barbarian*. But I have a mixed ancestry which includes a lot of Italian so I wanted his accent to be a medley of Chessenta—going more for Antonio Banderas in *The 13th Warrior*—as well as Icewind Dale where the character is from, so also related to the Vikings in *The 13th Warrior*, and a touch of Arnie when he gets emotional.

“I also have Roma ancestry and the idea of a wandering ranger type travelling as far as possible—to the Nine Hells no less!—to do good things also plays a part in Andreas’ background. He’s very much driven by his former life in indentured servitude in the gladiator pits and wants to help others avoid that fate. But given his past he also loves the thrill of combat so frankly he’s having a lovely time in Hell!”

Osmond’s highlights in the weekly live-play stream have so far included kill-stealing the final hit on the first major devil in a hellwasp nest, and jumping onto a fiend who was attempting to carry off Monsoon the bard and Perygl.

“However, my favorite moment has to be throwing a dwarven cleric out of a pit fight to win that contest. Unfortunately, the main prize of ‘free drinks all night’ was diluted by a certain Editor-in-Chief of *Dragon+*, who insisted the bar staff put water in them to keep Andreas sober. Spoilsport.”

Adventurers Wanted: Agents of the Nine Hells streams on Mondays from 6-9pm GMT (10am-1pm PT; 1-4pm ET) at [Twitch.tv/AdventurersWanted](https://www.twitch.tv/AdventurersWanted) and is hosted on the [official D&D Twitch channel](#). You can connect with Toby Osmond on [Twitter](#) and [Facebook](#).

ROLL FOR DAMEAGE

We're not afraid to admit it, the *Dragon+* team loves a good pun. And so do the folks behind live-stream *Roll for Dameage*.

"The name *Roll for Dameage* is the result of a conversation between myself, Lili, Carley, and Mark," says College Professor Jessica Langer. "I was playing with the term 'roll for damage' when Lili suggested the 'dame' element, and *Roll for Dameage* was born. It was the best punny title we could think of whose name was also available as a social media handle on all the channels we could think of!

"We're a bunch of friends who met through the Toronto D&D community and decided to create a livestream to encourage other women to play, and to have a space where being a girl is the default, not the exception. Lili came up with a pretty good tagline for us, which is 'A D&D 5e stream of fems and friends with great wit and all-natural crits.'

"We've occasionally had people ask us why we sometimes include men on the stream as guest players when we started *Roll for Dameage* as an all-women project. The answer is we wanted to create a stream where the focus was on including women in D&D rather than excluding people who are not women. So our core cast is all women and most episodes will be majority-women, even when we include guests—but we'd always rather include people than exclude them and it's the attitude of the player more than their gender identity that matters most to us."

Season one of *Roll for Dameage* wraps on Tuesday October 29 and the final session will include a special guest star. That will be followed by a four-part creepy horror one-shot in November with Jess taking over as DM while Lili is away. Regular episodes will then begin again in January after a short break.

“We’re delighted with how much our content has resonated with audiences but the biggest reason we keep doing the stream is because we genuinely love each other and we have so much fun playing together. It’s the highlight of our week. We also love how our characters interact: we have Harper the badass-but-kind-a-dense human fighter, Zara the geeky half-elf wizard academic who has a raging crush on Harper, Bree the wary but big-hearted tiefling rogue-courtesan, and Cassi the tiefling beatboxing bard, who DGAF to hilarious effect.”

Roll for Dameage airs Tuesdays at 8-11.30pm EST on [twitch](#). Fans can view the homebrewed world of [Evarrian at World Anvil](#) and connect with the group on [Facebook](#), [Twitter](#) and [Instagram](#). You can also meet them in person at the twice-monthly [Roll for Dameage meetup](#) at Storm Crow Manor in Toronto.

SCRATTICUS ACADEMY PRESENTS: THE CLEAN UP CREW

There’s a fascinating idea at the heart of *The Clean Up Crew*’s storyline. The party is made up of wannabe adventurers who are

getting a taste of the life by dealing with the mess left by more experienced campaigners. The advert they followed would make the contract writers at an Acquisitions Incorporated franchise sit up and take notice:

“Are you seeking adventure? Thinking about a new career as a mercenary, problem solver, or aggressive negotiator? Not sure if it’s for you! Join the clean-up crew today!! We give first-level adventurers a taste of the lifestyle as they clean up after higher-level adventurers! Low-risk experience gathering! Low chance of combat and resultant death! Training and qualifications! Insurance!! We will give YOU the opportunity to gather the experience you need for your first levels as an adventurer!”

“The Scratticus Academy will always be focused on helping new players get into the game,” says Scratticus himself. “And *The Clean Up Crew* is designed to welcome new players. We invite two new players a week to join our regular team as they clean up the aftermath of popular adventures. We are currently running through the *Essentials Starter Kit* but our story starts six months after the events of the book, so new players can still play through that box set unspoilt.

“This is a fresh and satirical take on adventuring as witnessed in the induction session early in each episode. Our regular players are starting to grow suspicious of their bosses motivations and how they came to be in this business. But as far as *The Clean Up Crew* goes, there will always be settings and campaigns that need cleaning up after adventurers have been through them.”

Scratticus Academy Presents: The Clean Up Crew airs on [twitch](#) from 11am-2pm PT every Tuesday. Scratticus Academy will also run a marathon gaming session from Saturday, November 9 at 10am PT to Sunday November 10 at 10am PT in support of [Extra Life](#).



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Unearthed Arcana: Bard, Paladin, Fighter, Ranger, and Rogue

Sharing new playtest possibilities for eloquent bards, heroic paladins, rune-inscribing fighters, swarm-building rangers and resurrected rogues.



Playtest Material

The material here is presented for playtesting and to spark your imagination. These game mechanics are in draft form, usable in your campaign but not refined by final game development and editing. They aren't officially part of the game and aren't permitted in D&D Adventurers League events.

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BARDIC COLLEGE: THE COLLEGE OF ELOQUENCE

This proposed addition to the Bardic College feature would give 3rd level bards the option to join the College of Eloquence. These bards are masters in the art of oratory, wielding a blend of logic and theatrical wordplay to win over skeptics with convincing arguments or by plucking the emotional heartstrings of entire audiences.

As they progress, a College of Eloquence bard can speak and reason with any creature, suppress strong emotions in a group, bamboozle or encourage a target, and enhance their bardic inspiration.

PALADIN SACRED OATH: THE OATH OF HEROISM

This new Sacred Oath feature is designed for 3rd level paladins who have embraced the heroic role that has been laid out for them by divine hands. These are not reluctant heroes but those who fully believe that great deeds are theirs to achieve. They train diligently, sculpting their bodies and refining their skills for when destiny calls. They live by the following tenets: Actions over words; Challenges are but tests; Embrace destiny; and Hone the body.

Those who have taken the Oath of Heroism gain oath spells at 3rd, 5th, 9th, 13th, and 17th levels as a paladin. They can also use the divine favor of their Channel Divinity abilities to augment their athleticism or guide their attacks. Meanwhile, their actions on the battlefield can bolster allies or demoralize enemies, help misdirect a creature's attack or even turn them into a living legend!

Access these new playtest options for bard and paladin by downloading the PDF.

[Download the PDF now](#)

FIGHTER: RUNE KNIGHT

Rune Knights have discovered how to enhance their martial prowess using the supernatural power of runes. This ancient practice originated with giants and they likely learned their methods first- or secondhand from a mystical artisan known as a skiltgravr ("rune cutter"). They gain proficiency with smith's tools, and learn to speak, read, and write giant, in time learning how to apply runes to their equipment and how to invoke their magic.

They can call upon a frost giant's stoic calm, the deceptiveness of a

cloud giant, the insightfulness of a stone giant or glimpse the future like a storm giant. They can also imbue themselves with the might of giants to become large, to grant allies a bonus to their AC, and even permanently grow 3d4 inches in height! At higher levels they get double duty from their abilities by using each rune twice and are even able to share that magic with their allies.

RANGER: SWARMKEEPER

Some rangers feel a deep, magical connection to the world around them and can use this to reach out and gather a host of fey spirits to them. This mass of fey resembles swarming beasts: buzzing insects, fluttering birds, slippery squids, or otherwise. The swarm becomes a potent force in battle, as well as helpful—if potentially disturbing—company for the ranger.

Swarmkeeper rangers gain spells at 3rd (*faerie fire*), 5th (*web*), 9th (*gaseous form*), 13th (*giant insect*) and 17th (*insect*) levels. In addition, the ability to gather a swarm at 3rd level adds force damage to your weapon attacks and can move your enemies away or towards you. The swarm can also aid your walking and climbing actions, as well as giving you a flying speed of 10ft. At later levels, Swarmkeepers can magically form one of their spirits into the shape of a tiny beast of their choice, and use a storm of spirits to drain life from others to regain hit points.

ROGUE: THE REVIVED


The Revived have had a soul-shaking realization: they've been dead before, yet somehow they're alive again. This life isn't their first; it might not even be their second. Their past life, or lives, are unclear to them, but they know that they passed through the gates of death. Whatever force brought them back, they now know the truth about themselves: they are one of death's representatives among the living.

The Revived don't need to eat, drink, sleep, or breathe and this roguish archetype gains abilities at 3rd, 9th, 13th, and 17th levels. They can unleash bolts of necrotic energy, speak with the dead, converse with the powers of death itself, and use Cunning Action to teleport.

Access these new playtest options for fighter, ranger, and rogue by downloading the PDF.

[Download the PDF now](#)

To see the full treasure trove of Unearthed Arcana articles, covering new classes and feats, conversions of rules from previous editions, and much more, [visit the archive](#).



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UNEARTHED ARCANA

Bard and Paladin

This document provides playtest options for the bard and the paladin.

This Is Playtest Content

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Bardic College

At 3rd level, a bard gains the Bardic College feature. Here is a playtest option for that feature: the College of Eloquence.

College of Eloquence

Adherents of the College of Eloquence master the art of oratory. Persuasion is regarded as a high art, and a well-reasoned, well-spoken argument often proves more powerful than objective truth. These bards wield a blend of logic and theatrical wordplay, winning over skeptics and detractors with logical arguments, and plucking at heartstrings to appeal to the emotions of entire audiences.

Universal Speech

3rd-level College of Eloquence feature

You have gained the ability to speak and reason with any creature. As a bonus action, you can expend one of your uses of Bardic Inspiration. When you do so, roll your Bardic Inspiration die, and choose a number of creatures within 60 feet of you that you can see equal to the roll. For 10 minutes, the chosen creatures can magically understand you, regardless of the language you speak, and you have advantage on Charisma checks made to influence them. This feature works even on a creature that doesn't speak any languages.

Soothing Words

3rd-level College of Eloquence feature

You can now cast *calm emotions* without expending a spell slot. You can use this feature a number of times equal to your Charisma modifier. You regain all expended uses of this feature when you finish a long rest.

Undeniable Logic

6th-level College of Eloquence feature

You can spin words laced with magic into a knot of reasoning that can be encouraging or impossible to follow.

As a bonus action, you can expend one of your uses of Bardic Inspiration. When you do so, choose a creature you can see within 60 of you that can hear you, then roll your Bardic Inspiration die and choose one of the following:

- The creature takes psychic damage equal to the number you roll on the Bardic Inspiration die, and the creature must succeed on an Intelligence saving throw against your spell save DC or have disadvantage on the next saving throw it makes before the end of your next turn.
- The creature regains hit points equal to the number you roll on the Bardic Inspiration die, and the creature has advantage on the next saving throw it makes before the end of your next turn.

Infectious Inspiration

14th-level College of Eloquence feature

When a creature adds one of your Bardic Inspiration dice to its ability check, attack roll, or saving throw and the roll fails, the creature can keep the Bardic Inspiration die.

In addition, when a creature adds one of your Bardic Inspiration dice to its ability check, attack roll, or saving throw and the roll succeeds, you can use your reaction to encourage a different creature (other than yourself) that can hear you within 60 feet of you, giving it a Bardic Inspiration die without expending any of your Bardic Inspiration uses. You can use this reaction

a number of times equal to your Charisma modifier (minimum of once), and you regain all expended uses when you finish a long rest.

Sacred Oath

At 3rd level, a paladin gains the Sacred Oath feature. Here is a playtest option for that feature: the Oath of Heroism.

Oath of Heroism

The Oath of Heroism is an affirmation of a destined path, one laid out for you by divine hands. For whatever reason, a god or a group of gods has included you in their machinations. You are not a reluctant hero, but one who fully embraces the idea that great deeds are yours to achieve. You train diligently, sculpting your body and refining your skills so you're ready when destiny calls.

Tenets of Heroism

The tenets of the Oath of Heroism reflect a paladin's commitment to fulfilling their calling as a hero worthy of legend.

Actions over Words. Strive to be known by deeds not words.

Challenges Are but Tests. Every hardship serves to challenge your abilities and harden your resolve.

Embrace Destiny. You didn't choose this path, but it's yours to walk. And it will carry you into legend.

Hone the Body. Like raw stone, your body must be worked so its potential can be realized.

Oath Spells

3rd-level Oath of Heroism feature

You gain oath spells at the paladin levels listed in the Oath of Heroism Spells table. See the Sacred Oath class feature for how oath spells work.

Oath of Heroism Spells

Paladin Level	Spells
3rd	<i>expeditious retreat, guiding bolt</i>
5th	<i>enhance ability, enthrall</i>
9th	<i>haste, protection from energy</i>
13th	<i>compulsion, freedom of movement</i>
17th	<i>commune, conjure volley</i>

Channel Divinity

3rd-level Oath of Heroism feature

You gain the following two Channel Divinity options. See the Sacred Oath class feature for how Channel Divinity works.

Peerless Athlete. You can use your Channel Divinity to augment your athleticism with divine favor. As a bonus action, you gain advantage on all Strength (Athletics) and Dexterity (Acrobatics) checks for the next 10 minutes.

Legendary Strike. You can use your Channel Divinity as a bonus action to guide your attacks: for 1 minute, your weapon attacks score a critical hit on a roll of 19 or 20 on the d20.

Mighty Deed

7th-level Oath of Heroism feature

Your actions on the battlefield can supernaturally bolster your allies and demoralize your enemies. Whenever you score a critical hit or reduce a creature to 0 hit points, you can choose one or more creatures that you can see within 30 feet of you, up to a number equal to your Charisma modifier (minimum of one creature). All the chosen creatures are affected by one of the following effects of your choice:

- The creature gains temporary hit points equal to 1d6 + your Charisma modifier (minimum of 1 temporary hit point).
- The creature must succeed on a Wisdom saving throw against your spell save DC or be frightened of you until the start of your next turn.

Once you use this feature, you can't use it again until the start of your next turn.

Glorious Defense

15th-level Oath of Heroism feature

Your blessed glory on the battlefield can misdirect an attack. When a creature you can see hits you with an attack roll, you can use your reaction to gain a bonus to AC against that attack, potentially causing it to miss you. The bonus equals your Charisma modifier (minimum of +1). If the attack misses, you can make one weapon attack against the attacker as part of this reaction.

Living Myth

20th-level Oath of Heroism feature

You can now empower yourself with the legends—whether true or exaggerated—told of your great deeds. As a bonus action, you gain the following benefits for 10 minutes:

- You are blessed with otherworldly comeliness, gaining advantage on all Charisma checks.
- Once on each of your turns when you make a weapon attack and miss, you can cause that attack to hit instead.
- If you fail a saving throw, you can use your reaction to succeed instead.

Once you use this feature, you can't use it again until you finish a long rest.

UNEARTHED ARCANA

Fighter, Ranger, and Rogue

This document provides playtest options for the fighter, the ranger, and the rogue.

This Is Playtest Content

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Martial Archetype

At 3rd level, a fighter gains the Martial Archetype feature. Here is a playtest option for that feature: the Rune Knight.

Rune Knight

You discovered how to enhance your martial prowess using the supernatural power of runes. The ancient practice of rune magic originated with giants. *Skiltgravr* ("rune cutters") can be found among any type of giants, and you likely learned your methods first or second hand from such a mystical artisan. Whether you found the giant's work carved into a hill or cave, learned of the runes from a traveling sage, or met the giant in person, you studied the giant's craft. In time, you learned how to carve and apply runes to your equipment and how to invoke their magic, ultimately becoming a Rune Knight.

Bonus Proficiencies

3rd-level Rune Knight feature

You gain proficiency with smith's tools, and you learn to speak, read, and write Giant.

Rune Magic

3rd-level Rune Knight feature

You learn how to use runes to enhance your gear. When you gain this feature, you learn how to inscribe two runes of your choice on weapons, armor, or shields (see "Rune Options").

Whenever you finish a long rest, you can touch a number of objects equal to the number of runes you know, and you inscribe a different rune onto each of the objects. To be eligible, an object must be a weapon, a suit of armor, or a shield.

Your rune remains on an object until you finish a long rest, and an object can bear only one of your runes.

Each time you gain a level in this class, you can replace one rune you know with a different one.

Rune Options

Here are rune options for the Rune Magic feature. They are all magical effects.

If a rune requires a saving throw, your Rune Magic save DC equals 8 + your proficiency bonus + your Intelligence modifier.

Haug (Hill Rune). This rune's magic bestows a resilience reminiscent of a hill giant. While wearing or carrying an object inscribed with this rune, you have advantage on saving throws against being poisoned, and you have resistance against poison damage.

In addition, you can invoke the rune as a bonus action, gaining resistance to bludgeoning, piercing, and slashing damage for 1 minute. Once you invoke the rune, you can't do so again until you finish a short or long rest.

Ild (Fire Rune). This rune's magic channels the masterful craftsmanship of fire giant smiths. While wearing or carrying an object inscribed with this rune, your proficiency bonus is doubled for any ability check you make that uses your proficiency with a tool.

In addition, when you hit a creature with a weapon attack, you can invoke the rune to summon fiery shackles: the target must succeed on a Strength saving throw or be restrained for 1 minute. While restrained by the shackles, the target takes 2d6 fire damage at the start of each of its turns. The target can repeat the saving throw at the end of each of its turns, banishing the shackles on a success. Once you invoke the rune, you can't do so again until you finish a short or long rest.

Ise (Frost Rune). This rune's magic evokes a frost giant's stoic calm. While wearing or carrying an object inscribed with this rune, you have advantage on Wisdom (Animal Handling) checks and Charisma (Intimidation) checks.

In addition, you can invoke the rune as a bonus action to increase your Strength score by 2 for 10 minutes. This increase can cause your score to exceed 20, but not 30. Once you invoke the rune, you can't do so again until you finish a short or long rest.

Skye (Cloud Rune). This rune's magic emulates the deceptiveness of a cloud giant. While wearing or carrying an object inscribed with this rune, you have advantage on Dexterity (Sleight of Hand) checks and Charisma (Deception) checks.

In addition, when you or a creature you can see within 30 feet of you is hit by an attack roll, you can use your reaction to invoke the rune and cause that attack to target a different creature within 30 feet of you (other than the attacker), using the same roll. This magic can transfer the attack regardless of the attack's range. Once you invoke the rune, you can't do so again until you finish a short or long rest.

Stein (Stone Rune). This rune's magic channels the insightfulness of a stone giant. While wearing or carrying an object inscribed with this rune, you have advantage on Wisdom (Insight) checks, and you have darkvision out to a range of 60 feet. If you already have darkvision, its range increases by 30 feet.

In addition, when a creature you can see ends its turn within 30 feet of you, you can use your reaction to invoke the rune and force the creature to make a Wisdom saving throw. Unless the save succeeds, the creature is charmed by you for 1 minute. While charmed in this way, the creature has a speed of 0 and is incapacitated, descending into a dreamy stupor. The effect ends if the charmed creature takes any damage or if someone else uses an action to shake the creature out of its haze. Once you invoke the rune, you can't do so again until you finish a short or long rest.

Uvar (Storm Rune). Using this rune, you can glimpse the future like a storm giant. While wearing or carrying an object inscribed with this rune, you have advantage on Intelligence (Arcana) checks, and you can't be surprised as long as you are not incapacitated.

In addition, you can invoke the rune as a bonus action to enter a prophetic state for 1 minute or

until you're incapacitated. Until the state ends, when you or another creature you can see within 60 feet of you makes an attack roll, a saving throw, or an ability check, you can use your reaction to cause the roll to have advantage or disadvantage. Once you invoke the rune, you can't do so again until you finish a short or long rest.

Giant Might

3rd-level Rune Knight feature

You can imbue yourself with the might of giants. As a bonus action, you magically gain the following benefits, which last for 1 minute:

- If you are smaller than Large, you become Large, along with anything you are wearing. If you lack the room to become Large, your size doesn't change.
- You have advantage on Strength checks and Strength saving throws.
- Your weapon attacks deal an extra 1d6 damage.

You can use this feature twice, and you regain all expended uses of it when you finish a long rest.

Defensive Runes

7th-level Rune Knight feature

You learn to invoke your rune magic to protect your allies. When another creature you can see within 60 feet of you is hit by an attack roll, you can use your reaction to grant a bonus to the creature's AC against that attack. The bonus equals 1 + your Intelligence modifier (minimum of +2).

In addition, you learn one new rune of your choice from the Rune Magic feature (for a total of three).

Great Stature

10th-level Rune Knight feature

The magic of your runes permanently alters you. When you gain this feature, roll 3d4. You grow a number of inches in height equal to the roll. Moreover, the extra damage you deal with your Giant Might feature increases to 1d8.

In addition, you learn one new rune of your choice from your Rune Magic feature (for a total of four).

Rune Magic Mastery

15th-level Rune Knight feature

You can invoke each rune you know from your Rune Magic feature twice, rather than once, and you regain all expended uses when you finish a short or long rest.

In addition, you learn one new rune of your choice from the Rune Magic feature (for a total of five).

Blessing of the All Father

18th-level Rune Knight feature

You learn how to share your rune magic with your allies. When you use your Giant Might feature, you can choose one willing creature you can see within 60 feet of you. The chosen creature also gains the benefits of your Giant Might feature.

Ranger Archetype

At 3rd level, a ranger gains the Ranger Archetype feature. Here is a playtest option for that feature: the Swarmkeeper.

Swarmkeeper

Feeling a deep connection to the world around them, some rangers reach out through their magical connection to nature and gather a host of fey spirits, which take the form of swarming beasts—be they buzzing insects, fluttering birds, slippery squids, or otherwise. The swarm becomes a potent force in battle, as well as helpful—if potentially disturbing—company for the ranger. Some Swarmkeepers are outcasts or hermits, keeping to themselves and their attendant swarms rather than dealing with the discomfort of others. Other Swarmkeepers enjoy building vibrant communities that work for the mutual benefit of all those they consider part of their swarm.

Swarmkeeper Magic

3rd-level Swarmkeeper feature

You learn the *mage hand* cantrip if you don't already know it. When you cast it, the hand takes the form of swarming nature spirits.

You also learn an additional spell when you reach certain levels in this class, as shown in the Swarmkeeper Spells table. These spells count as

ranger spells for you, but don't count against the number of ranger spells you know.

Swarmkeeper Spells

Ranger Level	Spell
3rd	<i>faerie fire</i>
5th	<i>web</i>
9th	<i>gaseous form</i>
13th	<i>giant insect</i>
17th	<i>insect plague</i>

Gathered Swarm

3rd- and 11th-level Swarmkeeper feature

You magically attract a swarm of fey spirits that look like Tiny beasts of your choice. The swarm remains in your space, crawling on you or through your clothing, or flying and skittering immediately around you within your space.

As a bonus action, you can agitate the swarm for 1 minute. For the duration, some of the swarm clings to your weapons or follows your strikes when you attack: once during each of your turns when you hit a creature with a weapon attack, you can deal an extra 1d6 force damage to that creature, and the swarm moves the creature up to 5 feet toward you or away from you (your choice). At 11th level, the extra damage increases to 2d6.

You can use this feature a number of times equal to your Wisdom modifier (minimum of once), and you regain all expended uses when you finish a long rest.

Writhing Tide

7th-level Swarmkeeper feature

You can condense part of your swarm into a focused mass that lifts or sweeps you along. Whenever you activate your Gathered Swarm feature, choose one of the following additional benefits:

- Your walking speed increases by 10 feet, and you can take the Disengage action as a bonus action.
- You gain a climb speed equal to your walking speed. You can climb difficult surfaces, including upside down on ceilings, without making an ability check.
- You gain a flying speed of 10 feet and can hover.

Scuttling Eyes

11th-level Swarmkeeper feature

As an action, you can magically form one of the spirits of your swarm into the shape of a Tiny beast of your choice. The transformation lasts for 1 hour, at which point the spirit disappears. For the duration, the spirit has a speed of 40 feet, which it can use to walk, climb, fly, or swim. The spirit has your senses and telepathically relays what it sees and hears to you. During your turn, you can speak through the spirit, telepathically command it to move, and it can Hide using your bonus to Dexterity (Stealth) checks. The spirit has AC 18. If it takes damage, you must succeed on a Wisdom saving throw (DC equal to 10, or half the damage dealt, whichever is higher) or the spirit disappears.

As an action, you can dismiss the spirit early. If you do, you can magically teleport to an unoccupied space within 5 feet of where the spirit disappeared.

Once you use this feature, you can't do so again until you finish a long rest. You can also use it again by expending a spell slot of 3rd level or higher.

Storm of Minions

15th-level Swarmkeeper feature

Your swarm can expel a seething storm of spirits that drains life from others. As an action, you create a magical sphere filled with an enraged swarm centered on a point you can see within 120 feet of you. The sphere has a 10-foot-radius and lasts for 1 minute. The sphere is difficult terrain for creatures other than you. A creature other than you that starts its turn in the sphere's area must make a Constitution saving throw against your spell save DC. On a failed save, the creature takes 2d8 necrotic damage and is blinded until the start of its next turn. On a successful save, it takes half as much damage and isn't blinded. At the start of your turn, if any number of Small or larger creatures took necrotic damage from the swarm, you regain 1d8 hit points. On subsequent turns, you can use a bonus action to move the sphere up to 30 feet.

When you activate this feature, you can choose any number of creatures you can see to be unaffected by it.

Once you use this feature, you can't do so again until you finish a long rest. You can also use it

again by expending a spell slot of 4th level or higher.

Roguish Archetype

At 3rd level, a rogue gains the Roguish Archetype feature. Here is a playtest option for that feature: The Revived.

The Revived

You've had a soul-shaking realization: you've been dead before, yet somehow you are alive again. This life isn't your first; it might not even be your second. Your past life, or lives, are unclear to you, but you know that you passed through the gates of death. And the powers of death, or some other influence, wasn't done with you. You might have convinced a deity to let you return to the Material Plane, perhaps you signed a deal with a fiend, or maybe you used an artifact that revived you. Whatever force brought you back, you now know the truth about yourself: that you are one of death's representatives among the living.

Tokens of Past Lives

3rd-level Revived feature

You remember talents you had in your previous life. When you finish a long rest, you gain one skill or tool proficiency of your choice. You can replace this proficiency with another when you finish a long rest.

Revived Nature

3rd-level Revived feature

Your newfound connection to death gives you the following benefits:

- You have advantage on saving throws against disease and being poisoned, and you have resistance to poison damage.
- You don't need to eat, drink, or breathe.
- You don't need to sleep. When you take a long rest, you must spend at least four hours in an inactive, motionless state, rather than sleeping. In this state, you remain semiconscious, and you can hear as normal.

Bolts from the Grave

3rd-level Revived feature

You have learned to unleash bolts of necrotic energy from within your revived body. Immediately after you use your Cunning Action, you can make a ranged spell attack against a creature within 30 feet of you, provided you haven't used your Sneak Attack this turn. You are proficient with it, and you add your Dexterity modifier to its attack and damage rolls. A creature hit by this attack takes necrotic damage equal to your Sneak Attack. This uses your Sneak Attack for the turn.

Connect with the Dead

9th-level Revived feature

You can create a link with a spirit through their corpse. When you do so, you cast the *speak with dead* spell, without using a spell slot or material components. Intelligence is your spellcasting ability for this spell.

Speaking with the dead in this way temporarily gives you a capability from a past life—you're unsure whether it's from your past or the spirit's. When the spell ends, you gain one random benefit from the Revived Capabilities table. The benefit lasts until you finish a short or long rest.

Revived Capabilities

d3	Capability
1	You learn how to speak, read, and write one language of your choice.
2	You gain one skill or tool proficiency of your choice.
3	You gain proficiency with one saving throw of your choice.

After you cast the spell with this feature, you can't do so again until you finish a short or long rest.

Audience with Death

13th-level Revived feature

When at death's door, you can converse with the powers of death. You have advantage on death saving throws, and whenever you make a death saving throw, your spirit can ask an entity of death a question that can be answered with "yes," "no," or "unknown." The entity answers truthfully, using the knowledge of all those who have died.

In addition, whenever you have 0 hit points and are healed or stabilized, you can change any of your personal characteristics: personality trait, ideal, bond, or flaw.

Ethereal Jaunt

17th-level Revived feature

Like a ghost, you have the ability to slip in and out of the Ethereal Plane. You can now use your Cunning Action to teleport to an unoccupied space within 30 feet of you. You don't need to see that space to teleport to it, but your teleportation fails, wasting your bonus action, if you attempt to teleport through magical force that is Medium or larger, such as a wall of force. If you appear in a space occupied by another creature or filled by an object, you are immediately shunted to the nearest unoccupied space that you can occupy and take force damage equal to twice the number of feet you are shunted.

Next Issue: Dragon+ 29

Fetch the glue and scissors! Expect crafts and gifts when Dragon+ returns in December.



Having got a little bit *schwifty* this issue with *Rick & Morty* it feels like a happy continuation to get a little bit crafty next issue. Not crafty in a rogue/Sneak Attack way, more in a hands-on, artistic way.

Not only will amazing knitted creations by *Mazzmattazz* grace the cover of Issue 29 (they practice the “art of KnitCroMancy” at “The Yarning Portal”), we’ll also have some amazing paper creations by Emi Tanji (Issue 27’s cover artist) for you to print out and make yourselves!

Ahead of the year’s largest gift-giving ceremony we’ll also be looking at the perfect presents for the roleplayers in your life. From cool dice to hot clothing, there’ll be something for everyone this Holiday period.

We’ll also meet a very special dragon with a few years on the clock, join artist Jason Thompson as he takes a comical wander through this year’s Extra Life adventure, and check out more Hellish items, adventures, and creatures conjured up by the collective consciousness of the DMs Guild.

There’s all this, plus more exclusive previews, another delve into the imposing *Dragon* archive, all our regulars such as the best video and audio highlights, and much, *much* more!

(Contents subject to change)



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